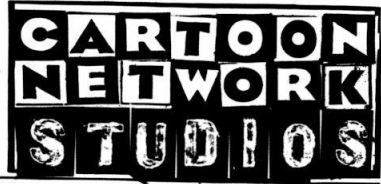




“Ghost Fly”
1025-181
Final Board



ate 04/11/14

- ☒ Board Team Final
- ☒ Network Approval Board
- ☒ Record Board
- ☒ Animatic Scan Board
- ☒ Conformed Board
- ☒ Design Board 04/11/14
- ☐ Final Board

Adventure Time Created by
Pendleton Ward

Supervising Director
Cole Sanchez

Storyboard by
Cole Sanchez
& Graham Falk

Animation Studio
RDK

APR 23 2014

ADVENTURE TIME



Page 0

Sc. Pnl. Bg. day night

GHOST
FLY
By
GRAHAM FALK
COLE SANCHEZ

Sc. Pnl. Bg. day night

NEXT
PANEL

Dialog:

Action:

Timing:

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EPISODE #

Production :

1025-181

1025/181

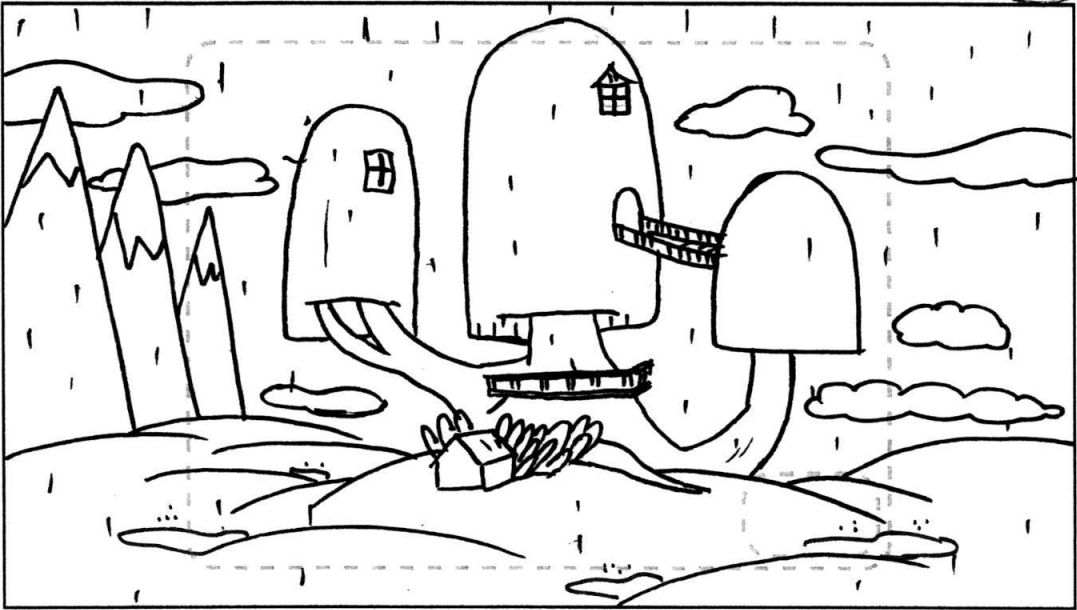
1025/181

1025/181

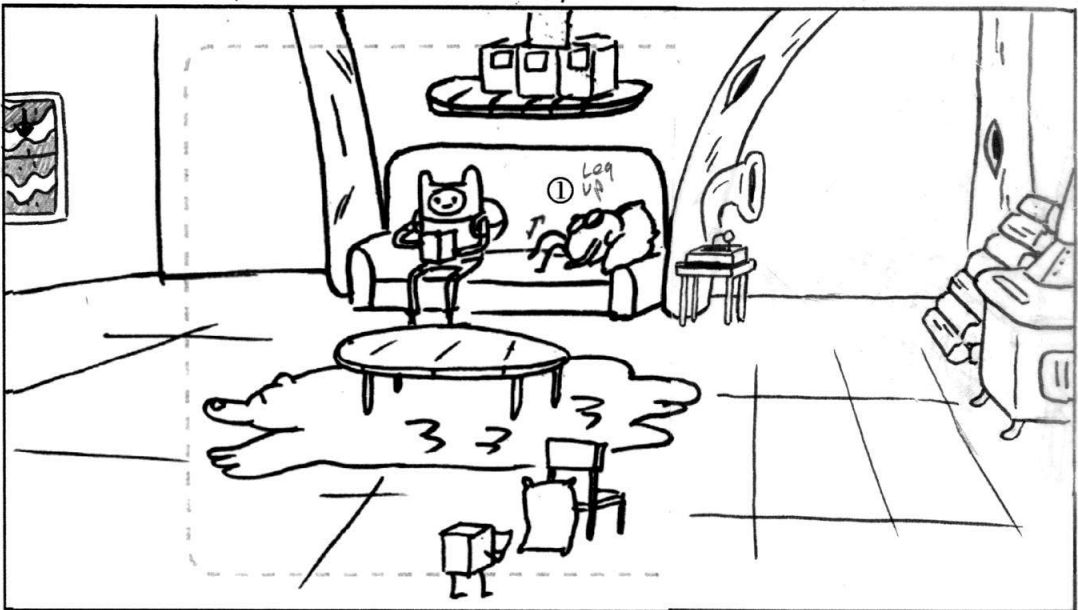
ADVENTURE TIME



Sc. 01 Pnl. A Bg. day night



Sc. 02 Pnl. A Bg.



Dialog:	Sfx - Rain (o/s) BMO: KYA-KYA...		
Action:	- EXT - TREEHOUSE - NIGHT { Raining }	- INT. UPSTAIRS LIVING ROOM.	- FINN + BMO read, Jake looks up AT CEILING - J's LEG BOUNCES IN AGITATION
Timing:	<div>AI</div> DN APR 23 2014		

EPISODE # 1025-181

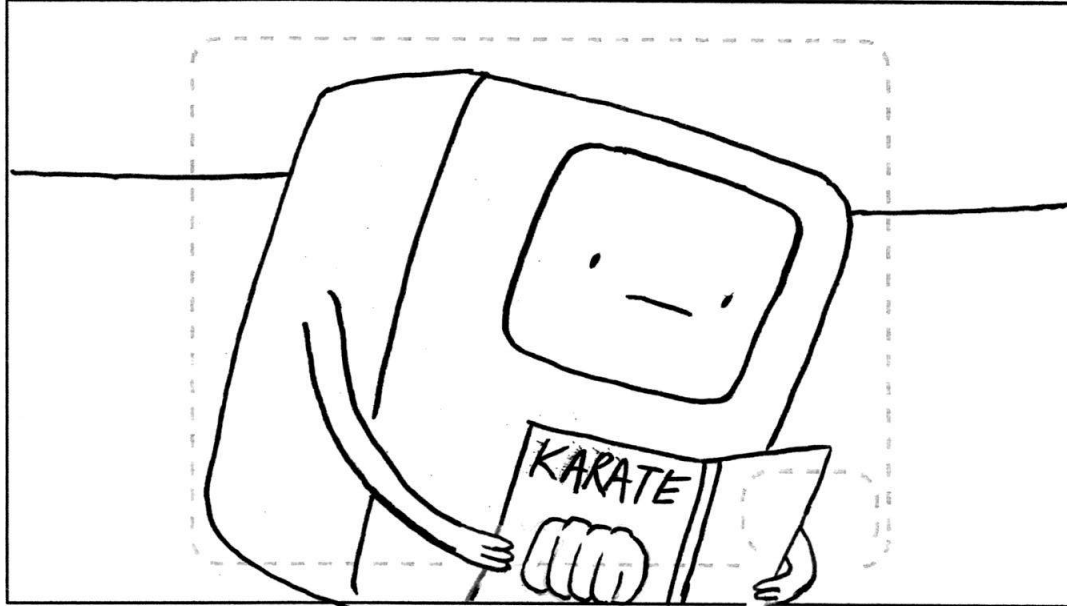
Production :

ADVENTURE TIME

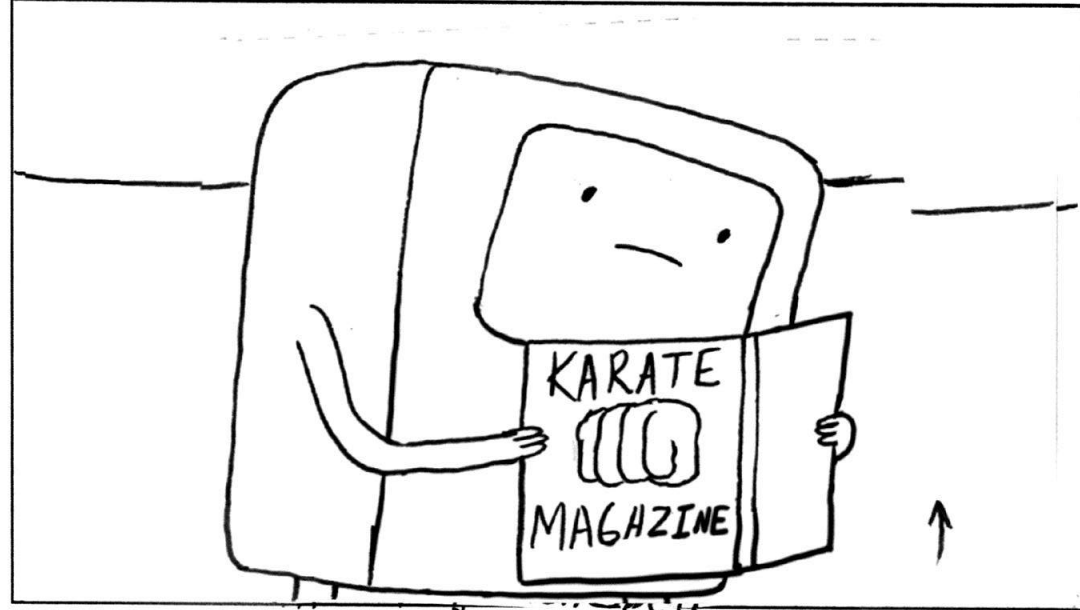


Page 2

Sc. 03 Pnl. A Bg. day night



Sc. 03 Pnl. B Bg. day night



Dialog:

BMO: HMM...

Action:

— BMO lifts karate magazine

Timing:

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1025-181

EPISODE #

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Production :

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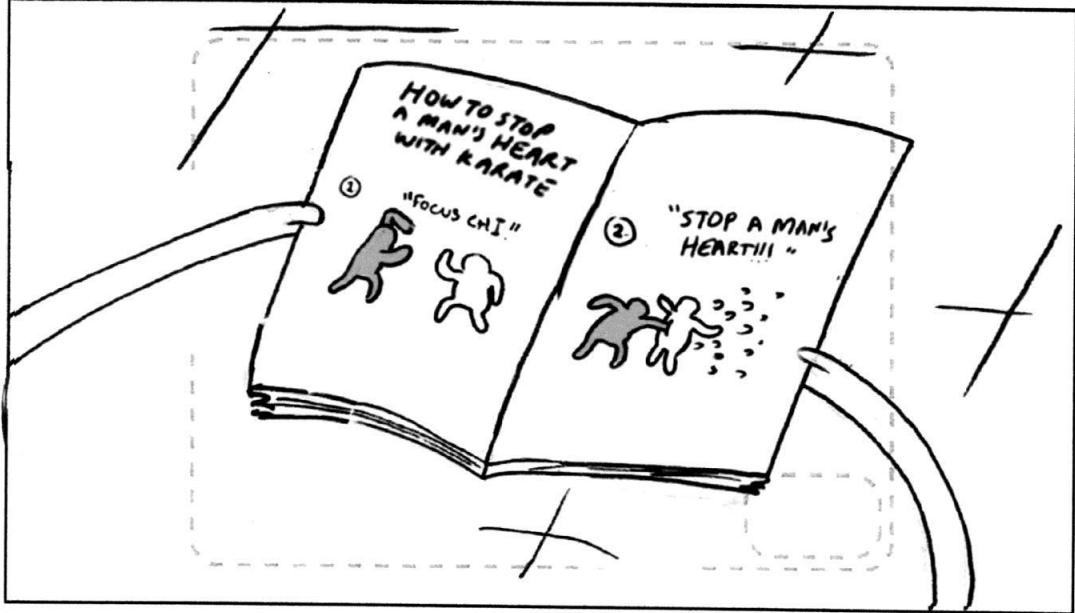
1025/181

ADVENTURE TIME

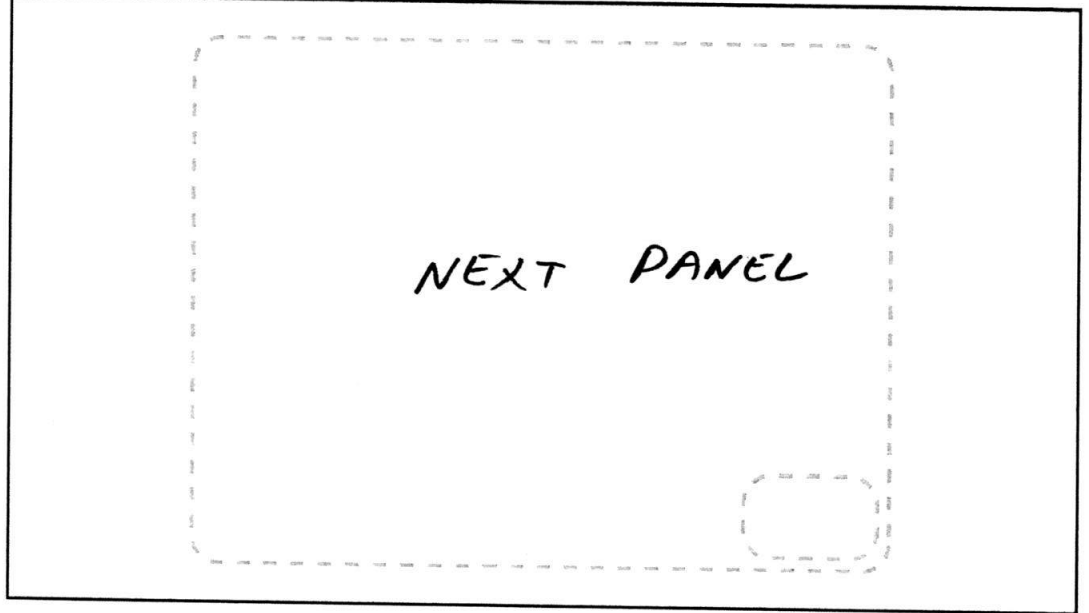


Page 03

Sc. 04 Pnl. A Bg. day night



Sc. Pnl. Bg. day night



Dialog:
Action: - CU of KARATE MAGAZINE W/ DIAGRAM OF SPECIAL TECHNIQUE.
Timing:

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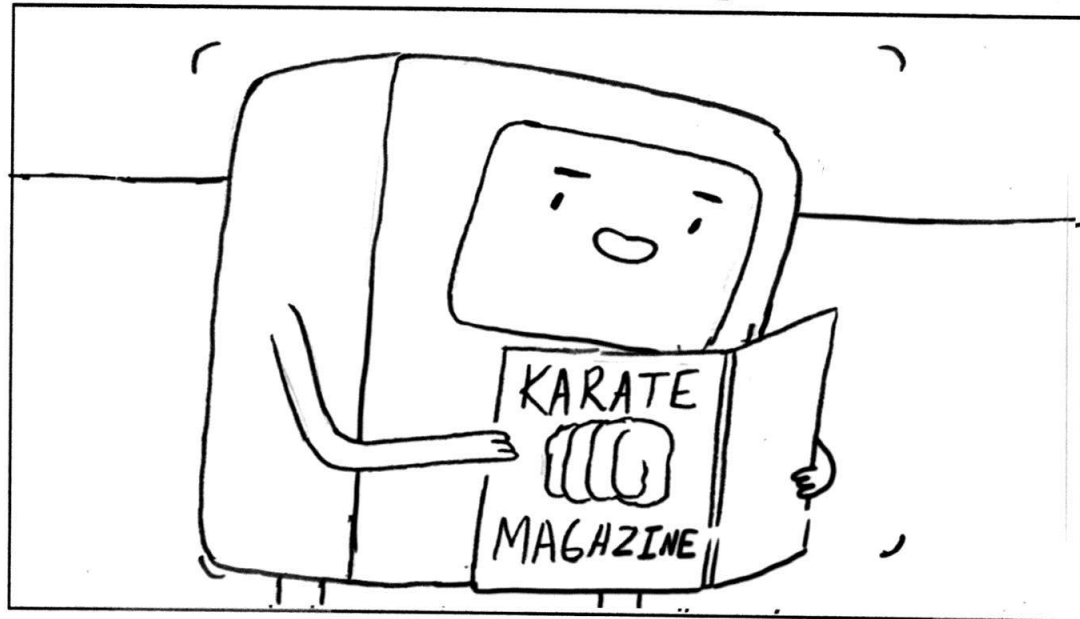
1025/181

ADVENTURE TIME

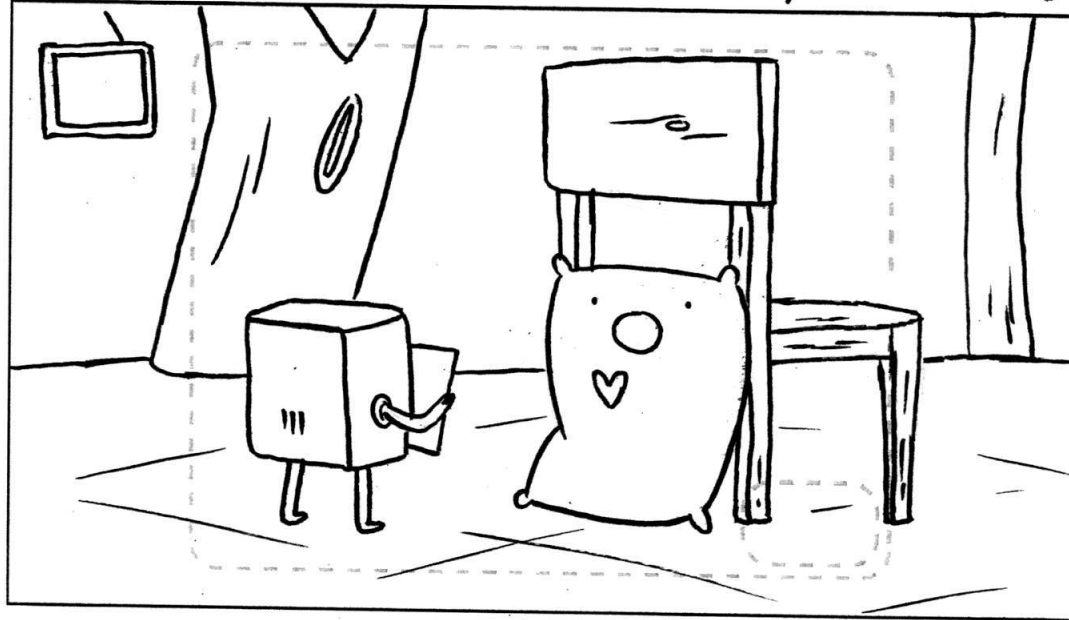


Page 4

Sc. 05 Pnl. A Bg. day night



Sc. 06 Pnl. A Bg. 8095 5016.502 night



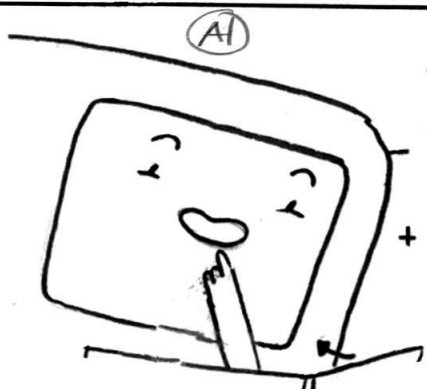
Dialog:

BMO: OH, THAT'S PRETTY
GOOD.

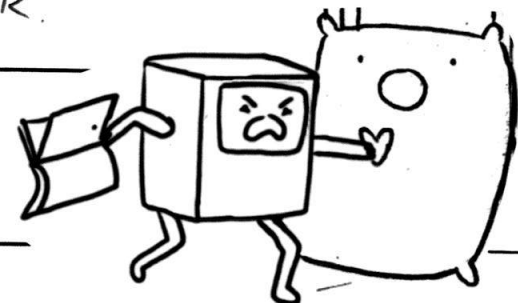
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Action:

Timing:



- PILLOW W/ FACE DRAWN ON IT SITS
PROPPED AGAINST CHAIR.



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1025-181

Production :

1025/181

ADVENTURE TIME



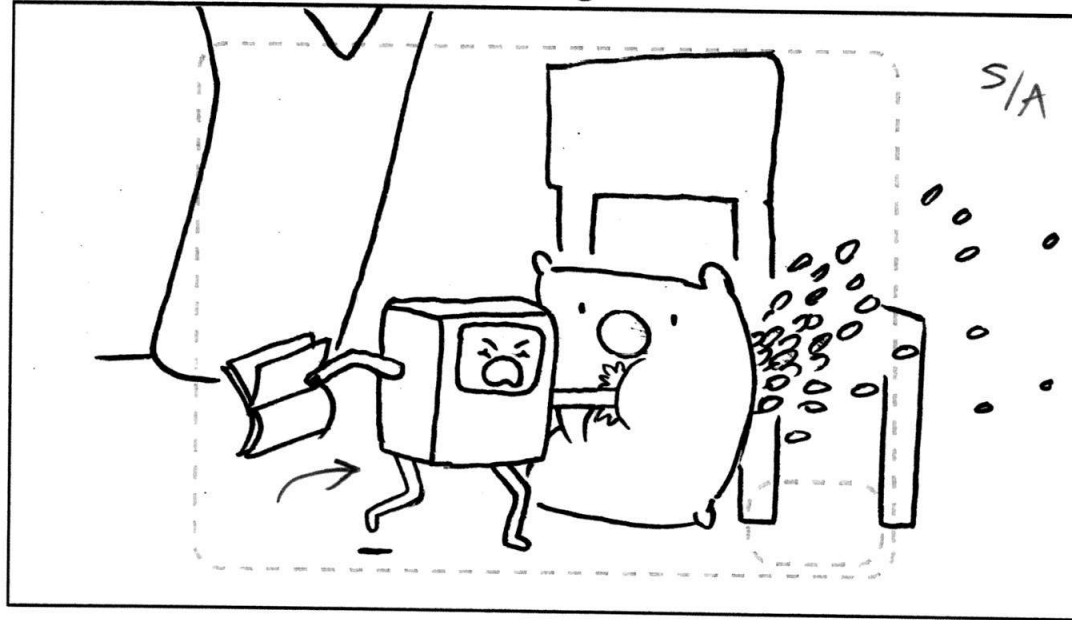
Sc.

06 cont Pnl.

6

Bg.

day night



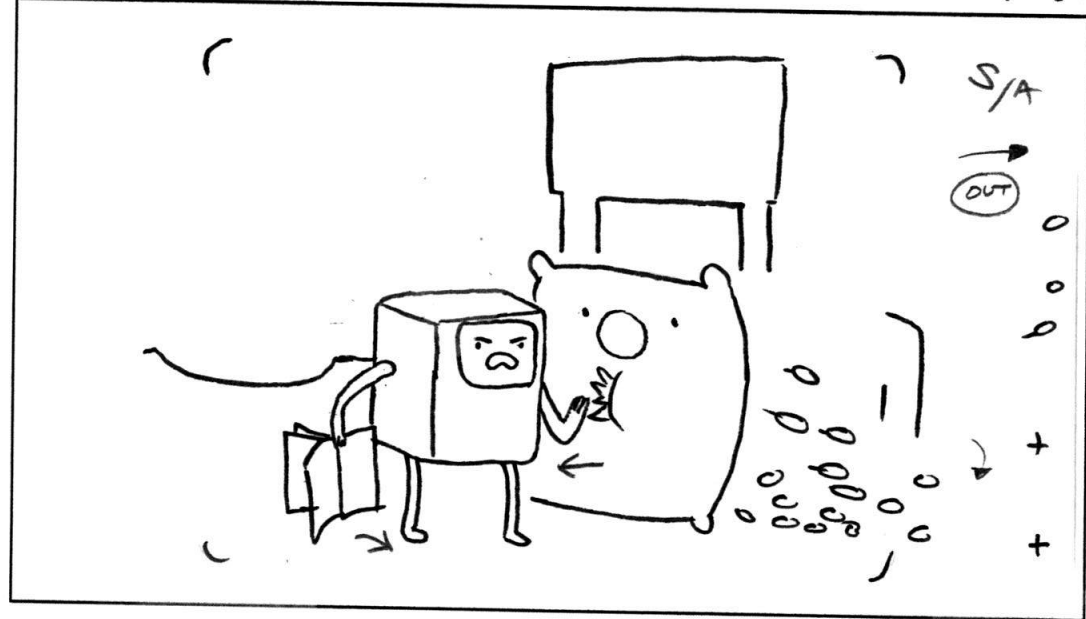
Sc.

06 cont Pnl.

C

Bg.

Page 6
day night



Dialog:

BMO - KEEYA!!!!

SFX: *FWOOF*

Action:

- Bmo's hand punches through pillow.
- FEATHERS BURST OUT

Timing:

FROM PILLOW.

- BMO settles

- Some feathers exit rt. side of screen, bulk of feathers hit ground.

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1025-181

Production :

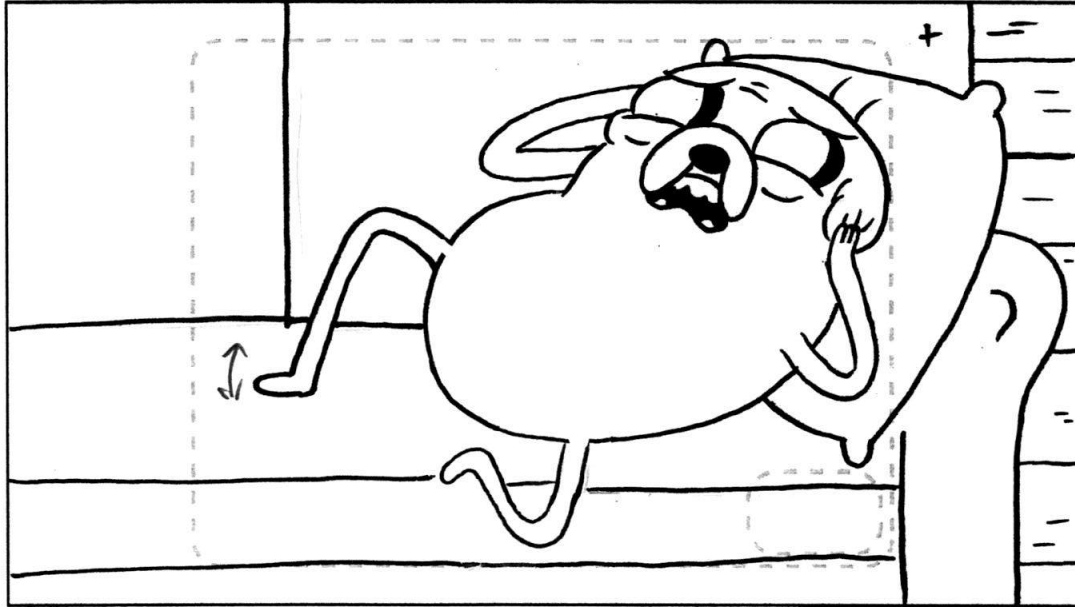
1025/181

ADVENTURE TIME

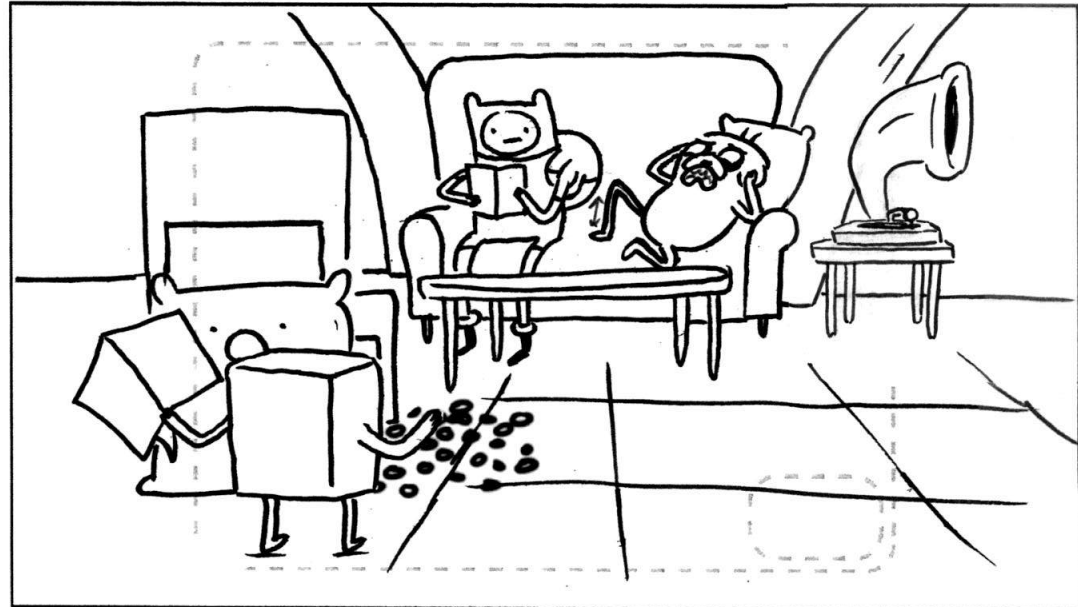


Page 06

Sc. 07 Pnl. * Bg. day night



Sc. 08 Pnl. A Bg. day night



Dialog:

⑤ : BMO, KEEP IT DOWNNNNN...

Action:

- J. PULLS AT HIS EARS
- J.'S LEG BOUNCES IN AGITATION

Timing:

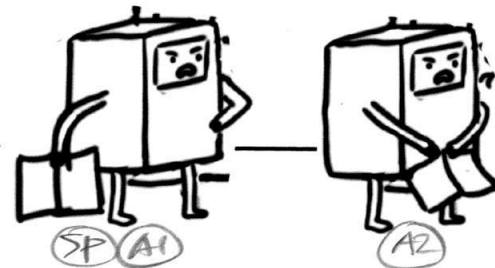


BMO: BUT you said 8-10 is my time to do Karate.

- BMO TURNS TOWARDS JAKE

APR 23 2014

Jake's leg cycle



EPISODE #

1025-181

1025/181

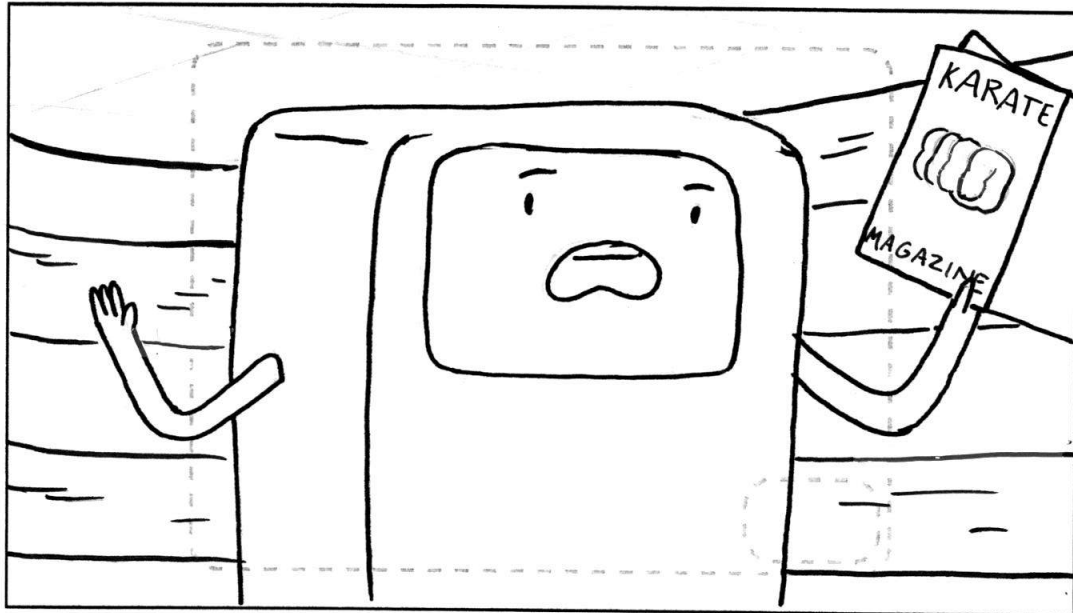
Production :

1025/181

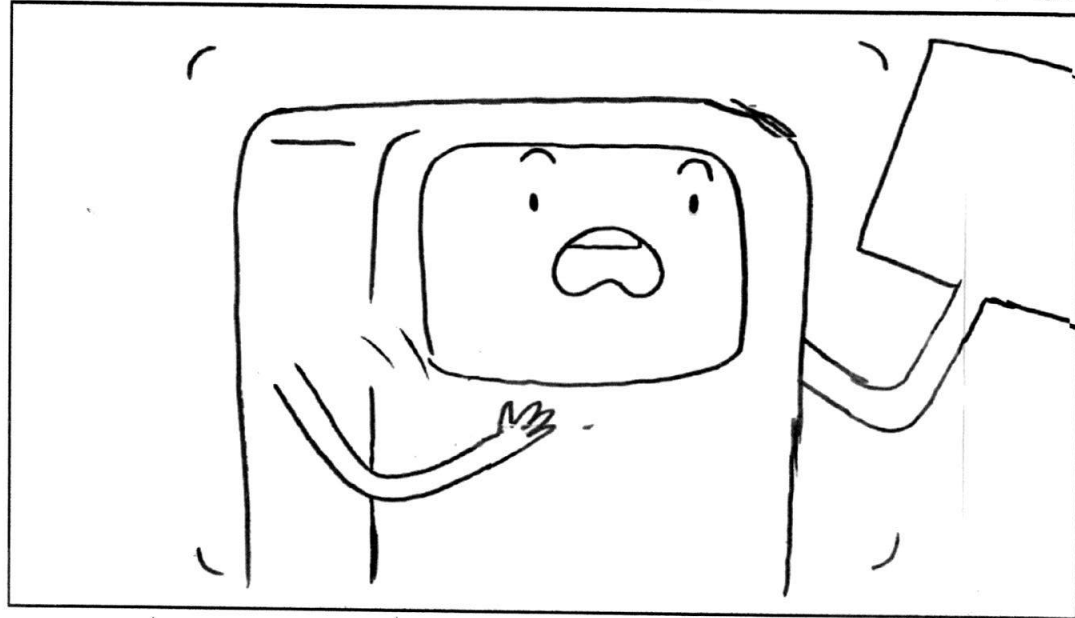
ADVENTURE TIME



Sc. 09 Pnl. A Bg. day night



Sc. 09 cont Pnl. B Bg. day night



Dialog:

BMO: IT'S --

SFX: THUP

BMO: My Karate time

Action:

- BMO SLAPS CHEST

Timing:

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1025-181

EPISODE #

1025/181

Production :

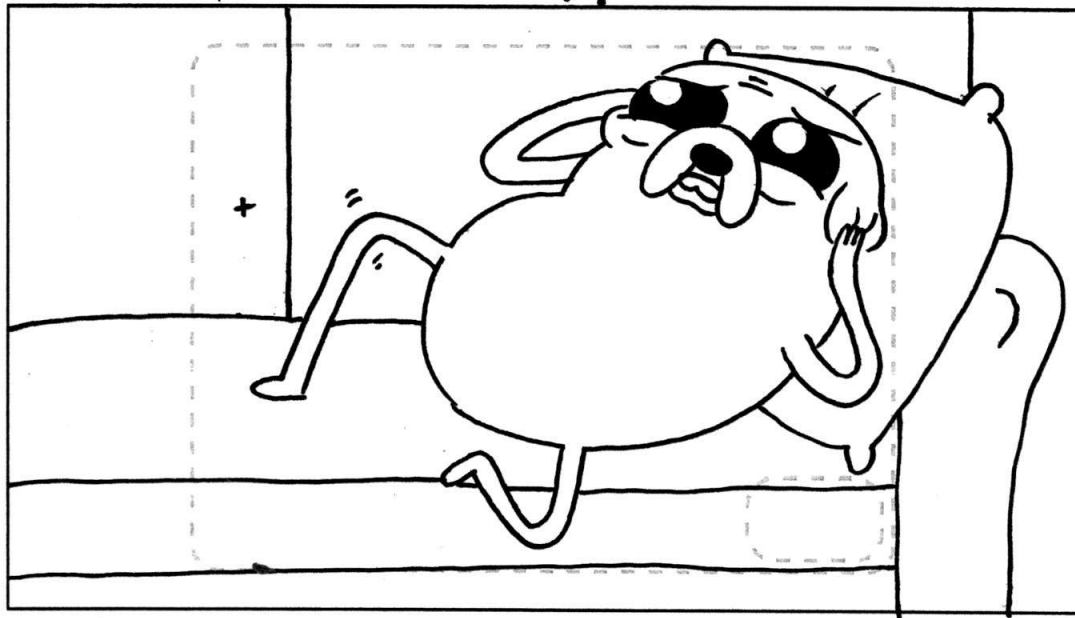
1025/181

ADVENTURE TIME

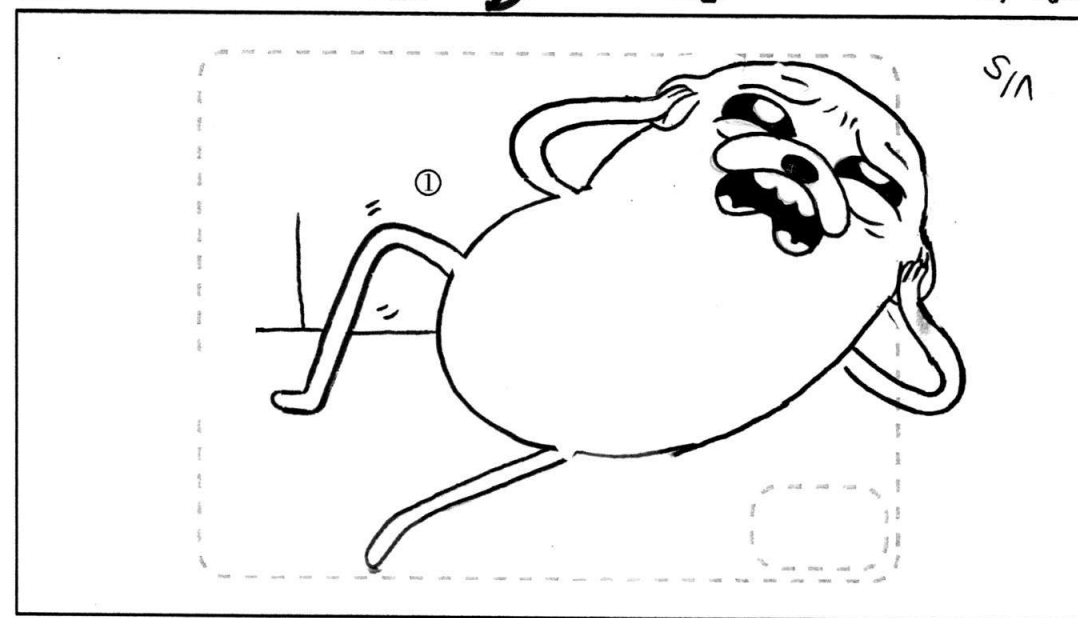


Page 08

Sc. 10 Pnl. A Bg. day night



Sc. 10 cont Pnl. B Bg. day night



Dialog:

J: I know...

Action:

(Jake's foot bounces QUICKLY THROUGH SCENE)

Timing:



J: But I've got a headache and I'm in a funky mood.

-J. TURNS IN ANGUISH

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Production :

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1025-181

1025/181

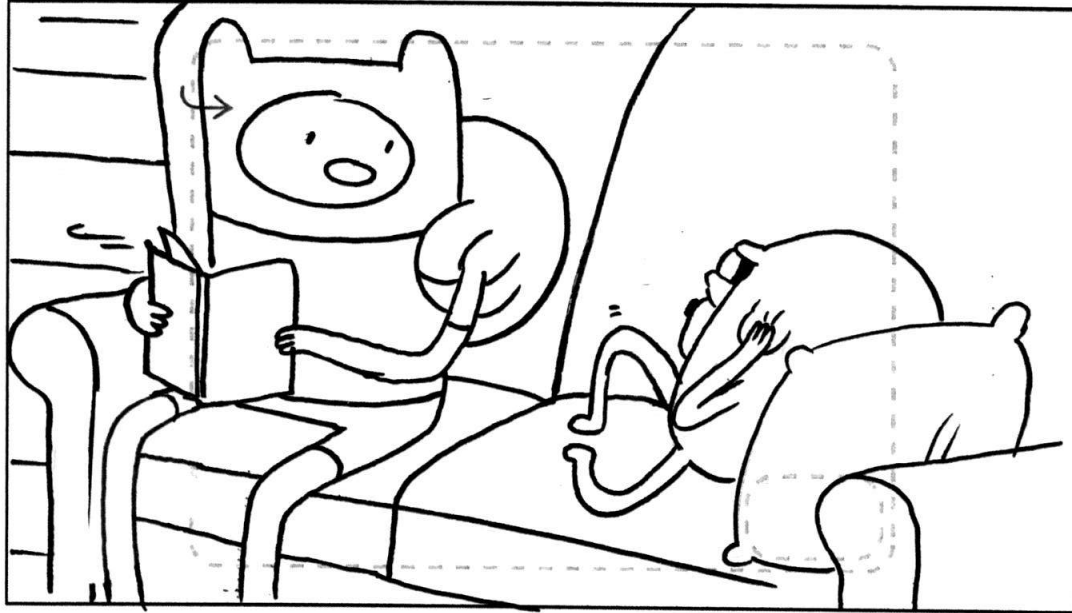
1025/181

ADVENTURE TIME

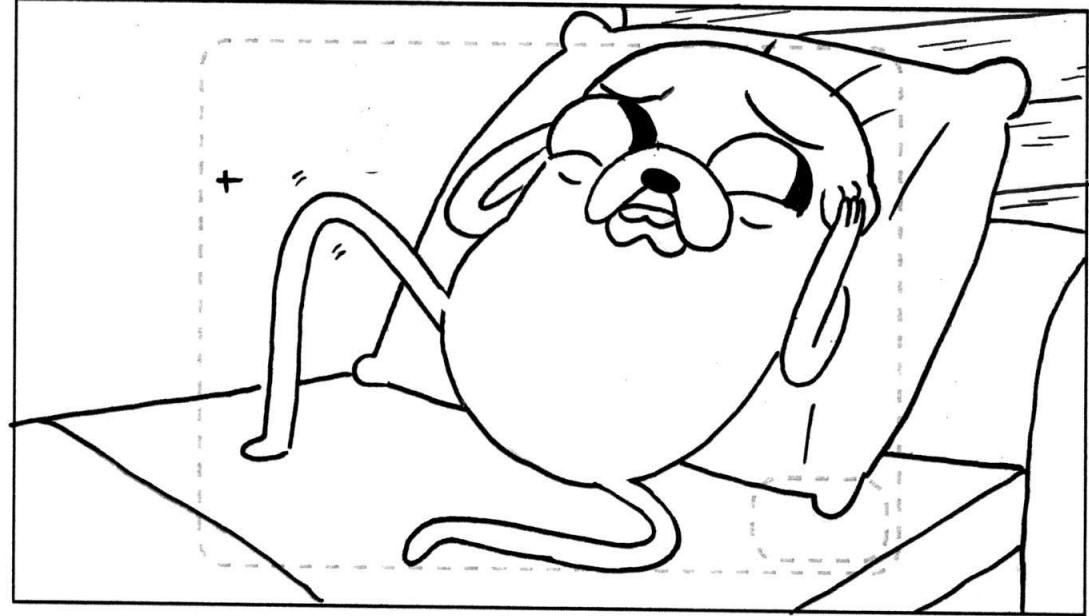


Page 9

Sc. 11 Pnl. A Bg. day night



Sc. 12 Pnl. A Bg. day night



Dialog:

F: What's wrong dude?

I DUNNO...

J: I think I got restless leg syndrome.

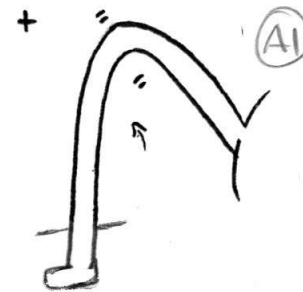
Action:

-F. TURNS TOWARDS J.

Timing:



Jake's leg cycle
(A2)



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1025-181

1025/181

Production :

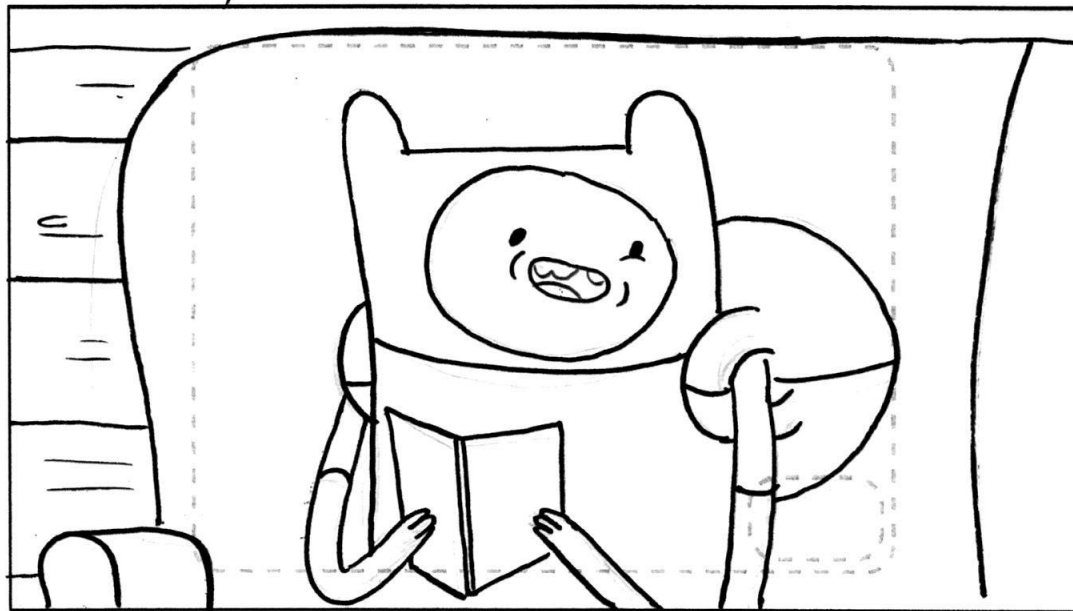
1025/181

ADVENTURE TIME

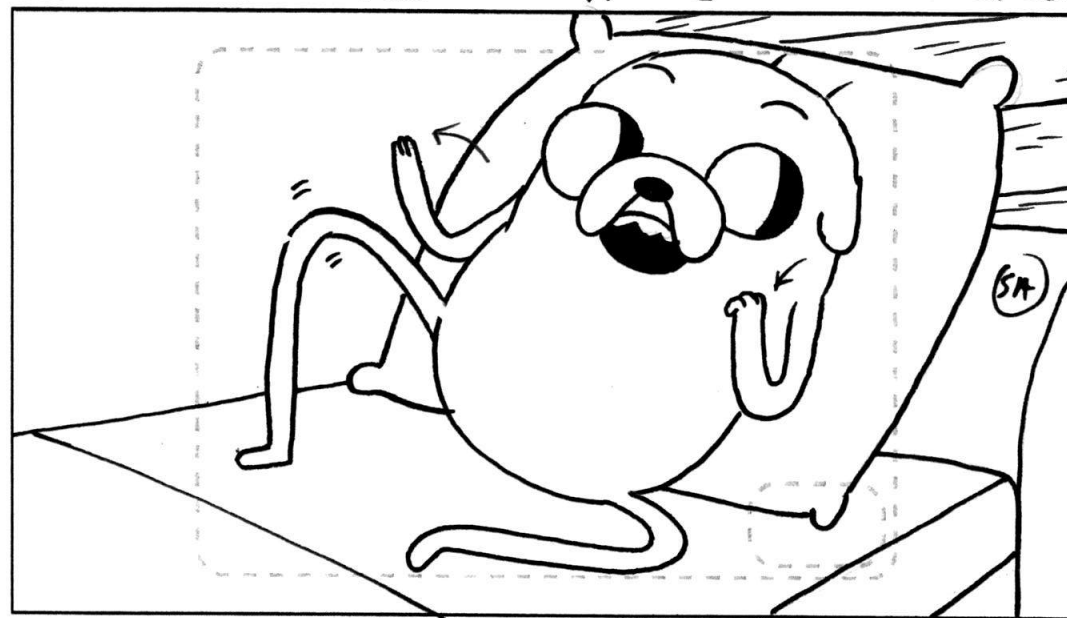


Page 10

Sc. 13 Pnl. A Bg. day night



Sc. 14 Pnl. A Bg. day night



Dialog:

F: IS that from getting chubby?

J: ^(A) WHAT?!

Action:

^(ALT.) IS THAT THE FAT GUY DISEASE?

Timing:



- Jake's leg bounces through whole scene

APR 23 2014



^(A2) Jake's leg cycle

Production :

EPISODE #

1025-181

1025/181

1025/181

ADVENTURE TIME



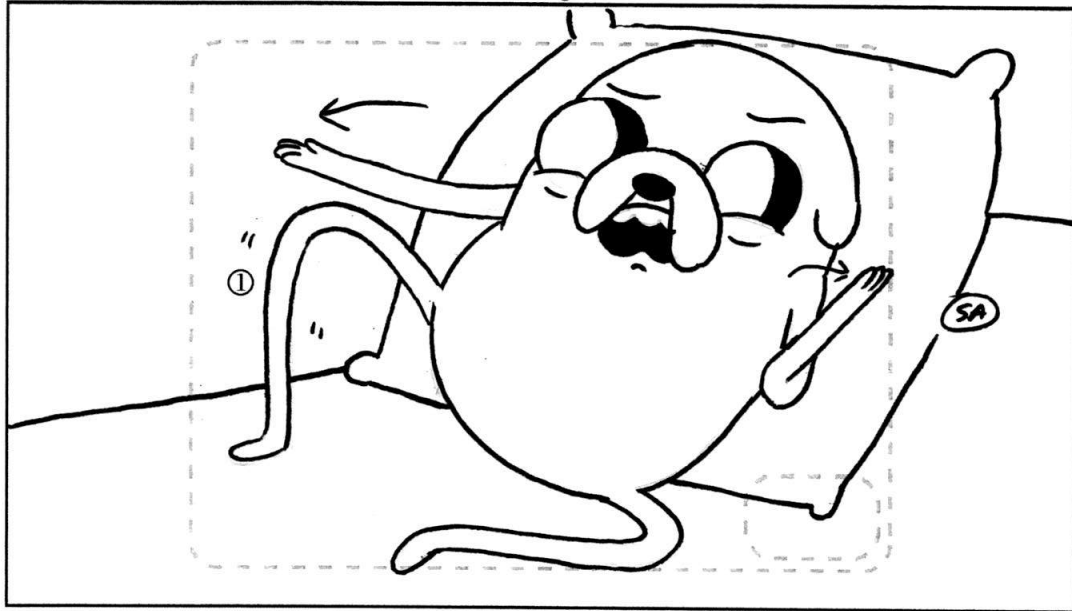
Sc.

14 *cont* Pnl.

B

Bg.

day night



Sc.

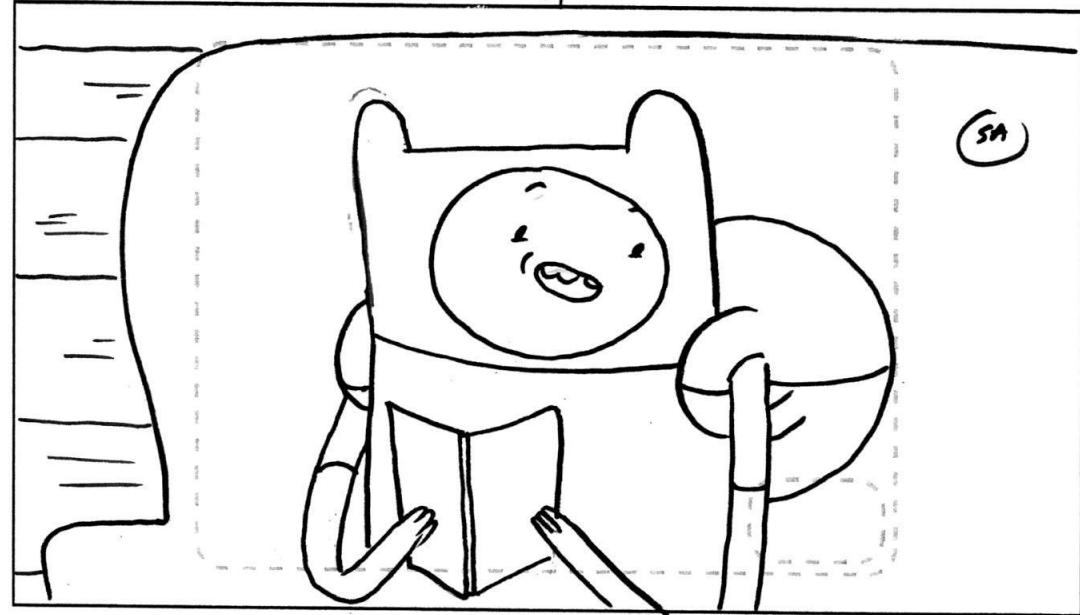
15

Pnl.

A

Bg.

day night



Dialog:

J: NO man it's jus t
restless leg.

F: OOP. my bad.

Action:



Timing:



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Production :

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1025-181

1025/181

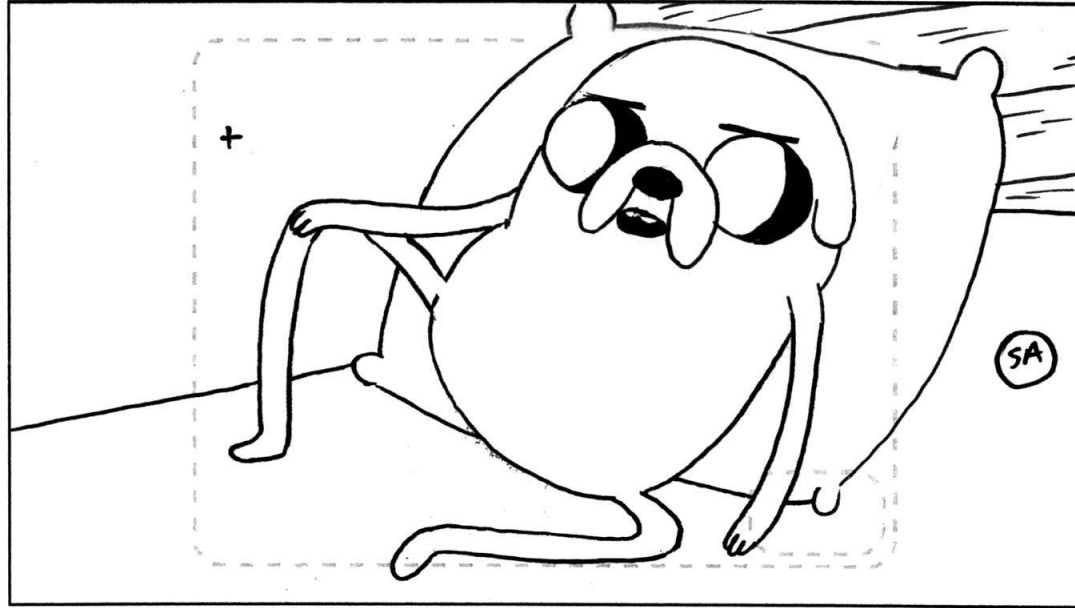
1025/181

ADVENTURE TIME

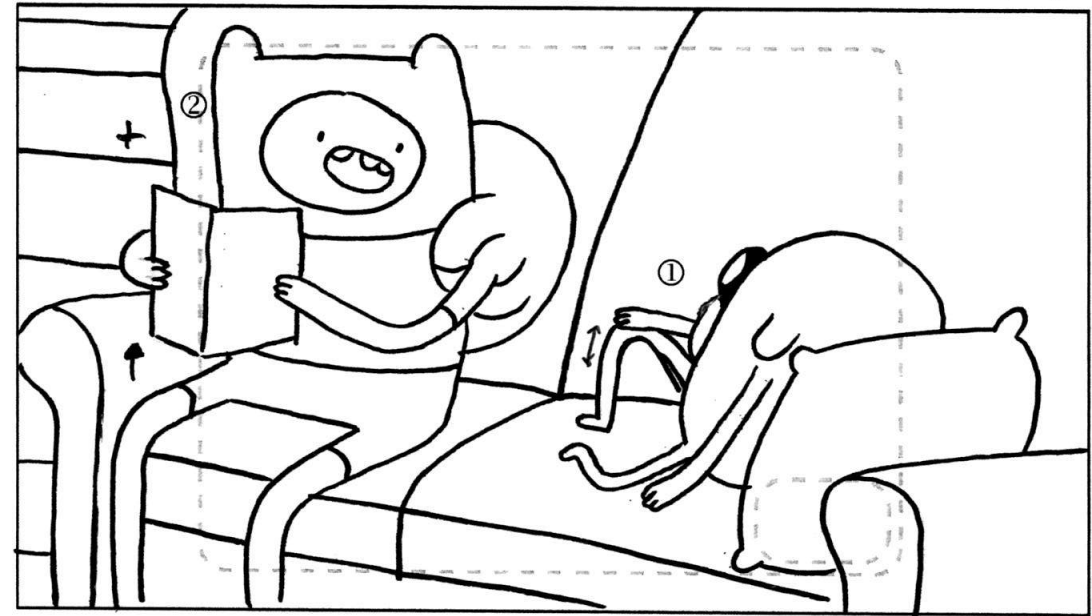


Page 12
day night

Sc. 16 Pnl. A Bg. day night



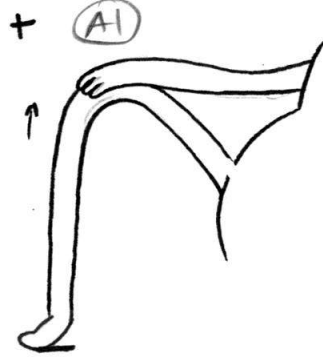
Sc. 17 Pnl. A Bg. day night



Dialog:

J: What are you reading?

Action:



Jake's leg bounces
in shot.

Timing:

F: ^(A) This old copy of "adventure
boy" magazine.



(Finn lifts
magazine)

APR 23 2014

Jake's
leg cycle



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Production :

1025/181

1025/181

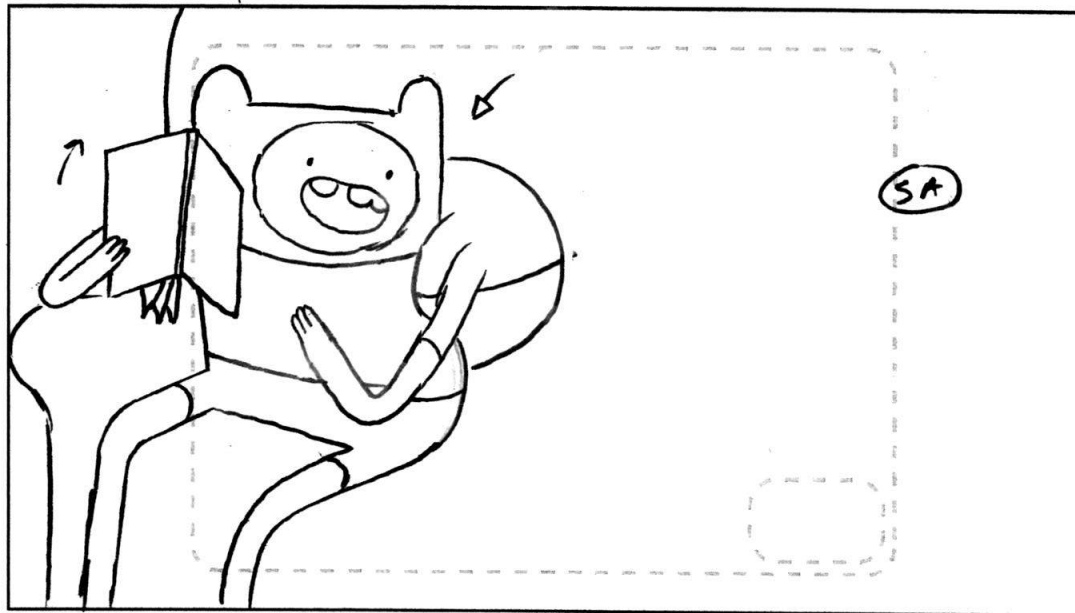
1025/181

ADVENTURE TIME

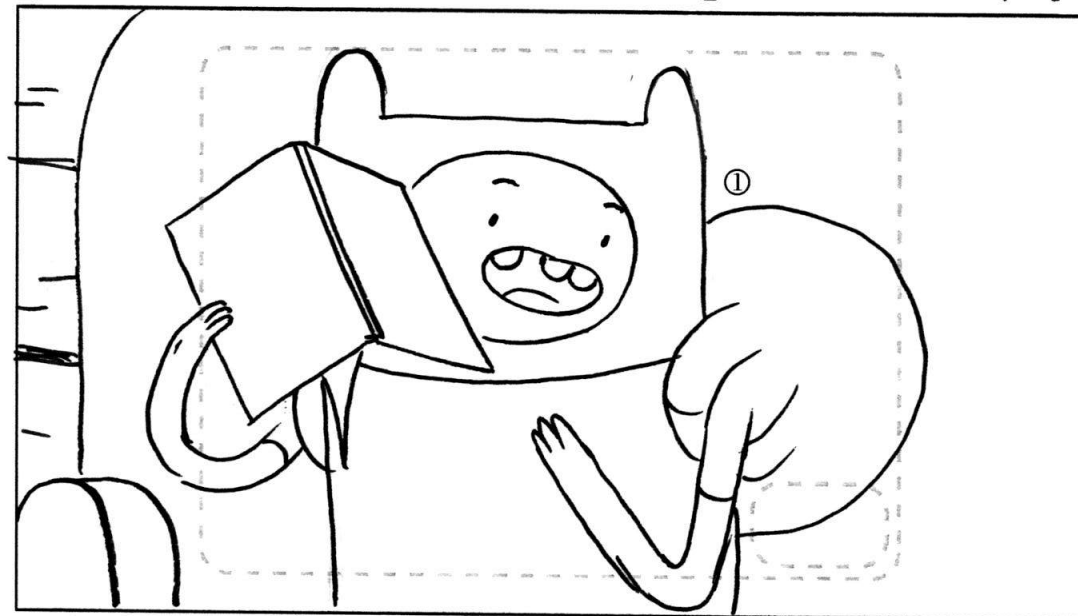


Page 13
day night

Sc. 17 cont Pnl. B Bg. day night



Sc. 18 Pnl. A Bg. day night



Dialog:

F: The only magazine for
boy adventurers.

F: THIS KID Rusty is
getting chased --

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Action:

Finn leads forward, holds
magazine toward face

Timing:



Production :

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1025-181

1025/181

1025/181

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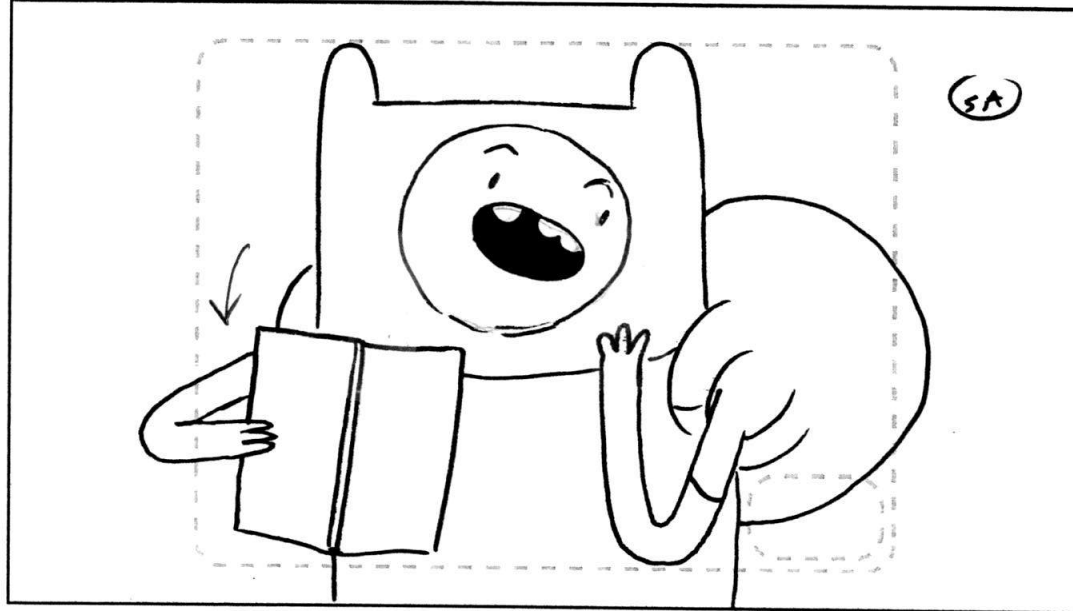
Sc.

18 *cont* Pnl.

B

Bg.

day night



Sc.

18 *cont* Pnl.

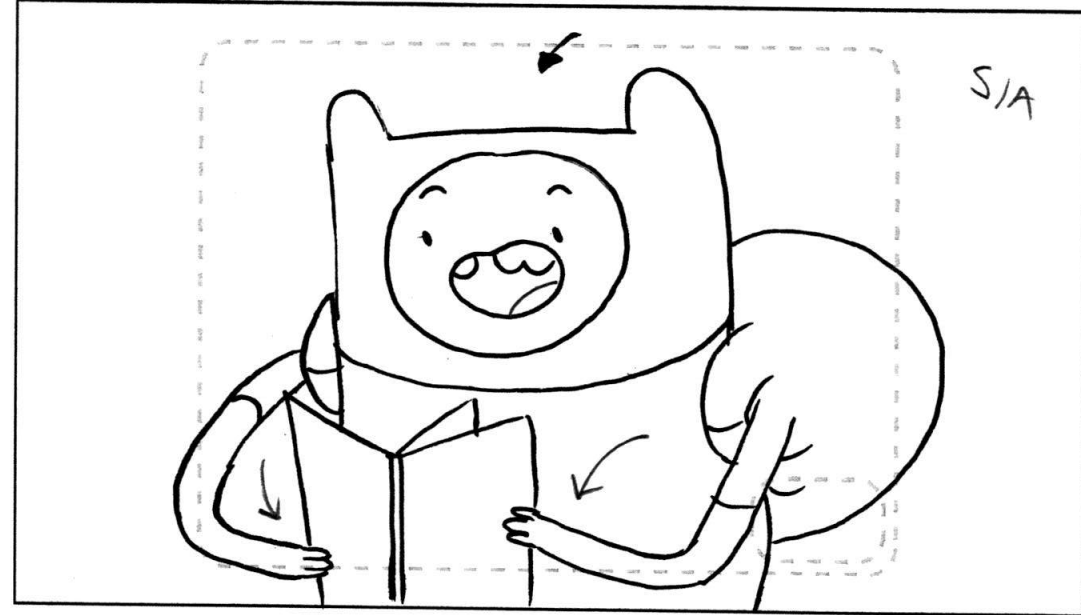
C

Bg.

Page

14

day night



Dialog:

F: down the river by 3
grown otters!

Action:

-F. looks back at magazine

Timing:

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EPISODE # 1025-181

Production :

1025/181

1025/181

ADVENTURE TIME



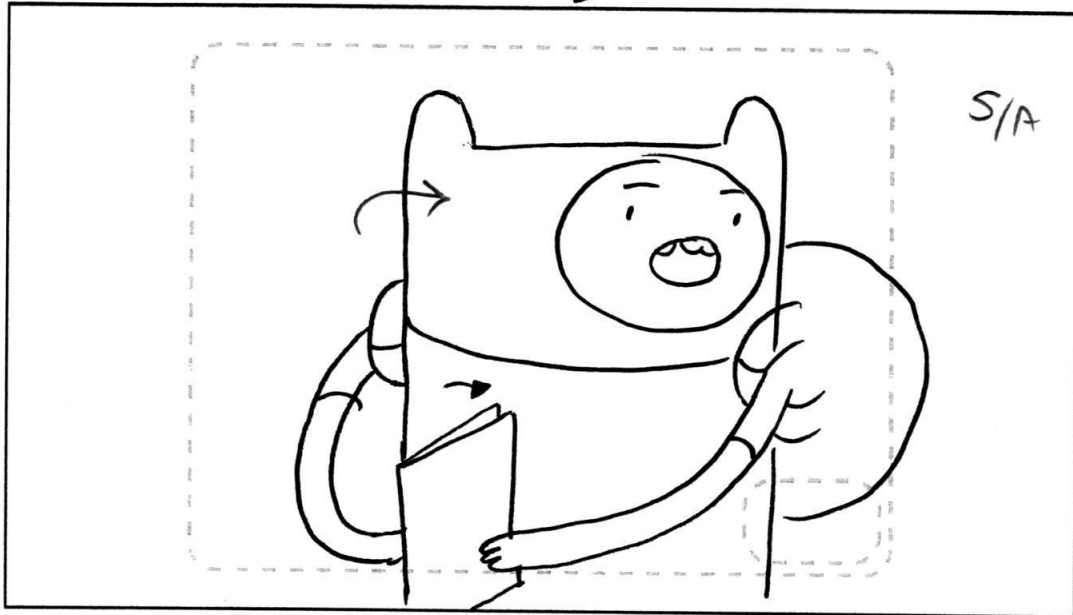
Sc.

18 *cont* Pnl.

D

Bg.

day night



Sc.

19

Pnl.

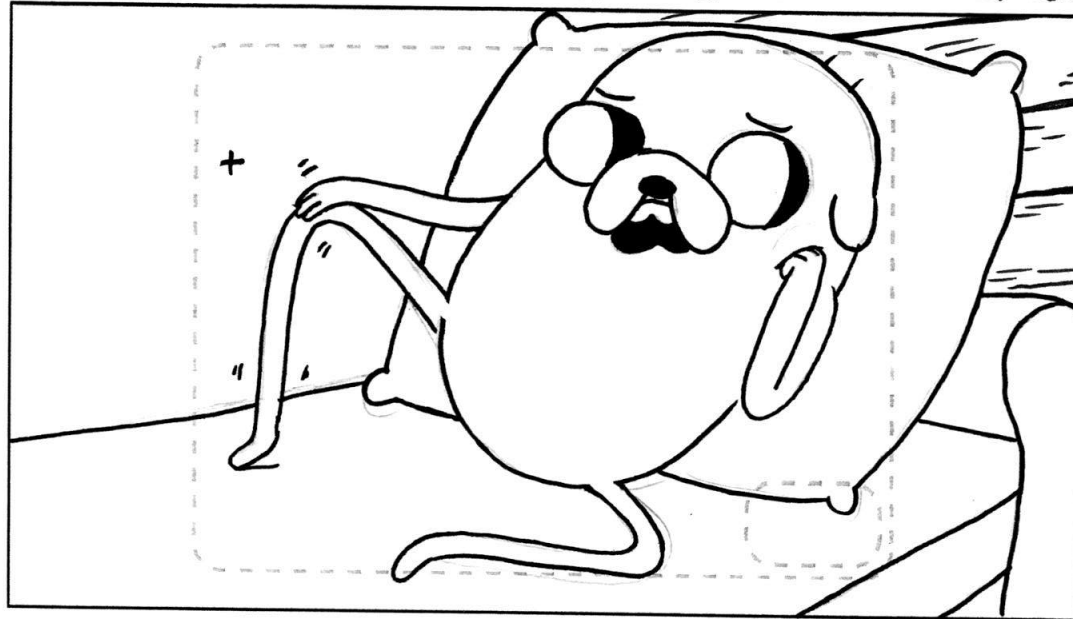
A

Bg.

day night

Page

15



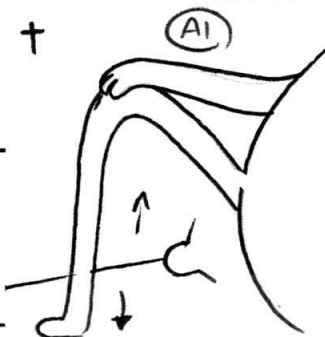
Dialog:

F: But I'm saving the end
for tomorrow.

J: Cool.

Action:

Timing:



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1025-181

1025/181

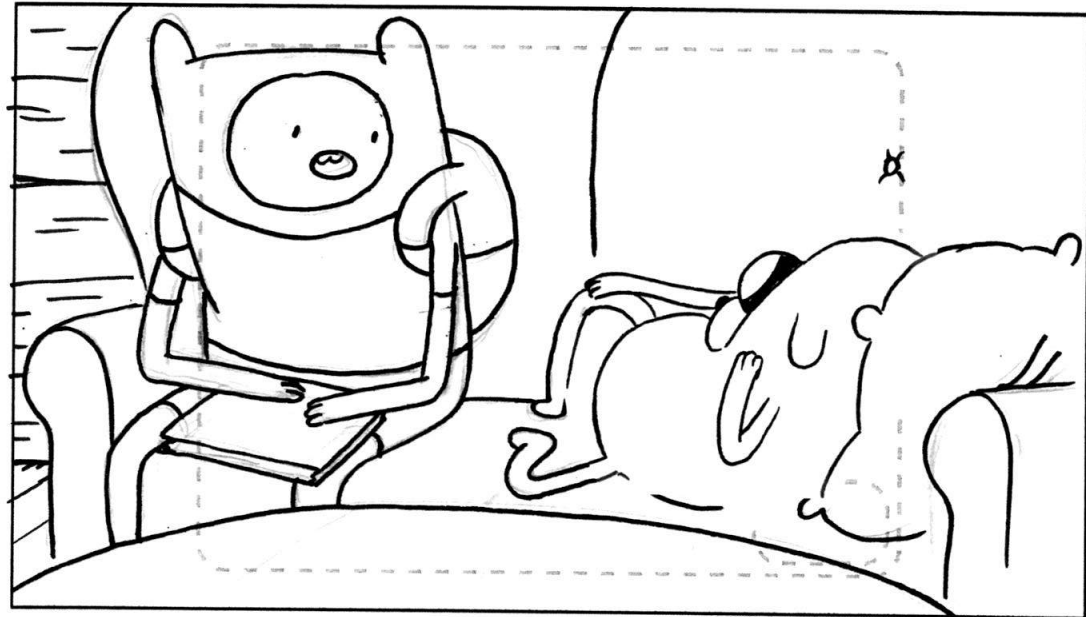
1025/181

ADVENTURE TIME

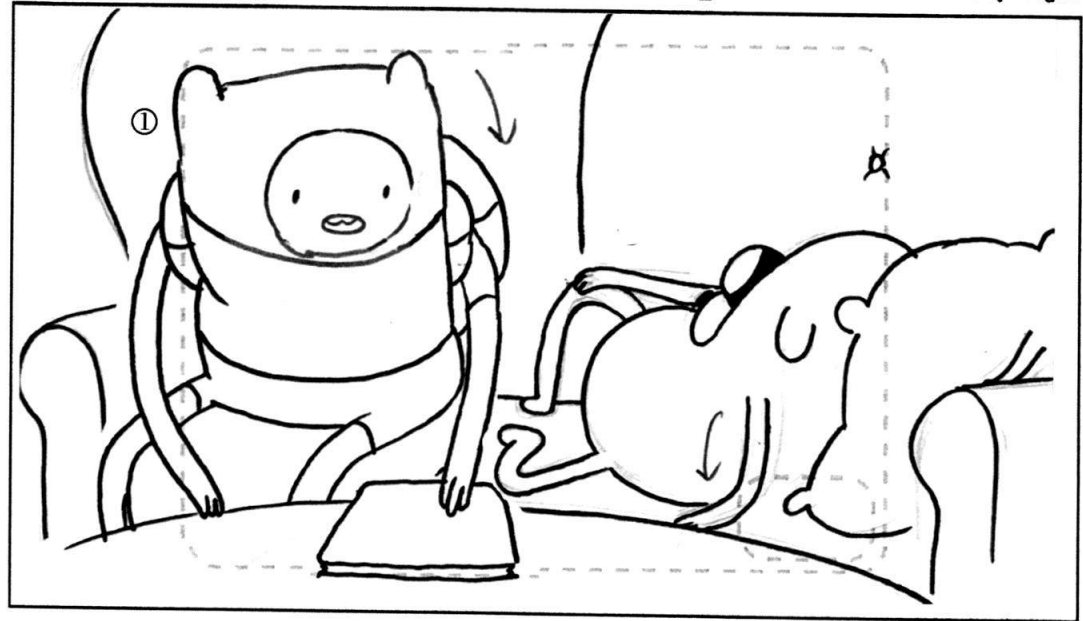


Page 16

Sc. 20 Pnl. A Bg. day night



Sc. 20 cont Pnl. B Bg. day night



Dialog:

F: Well, I hope your leg
feels better.

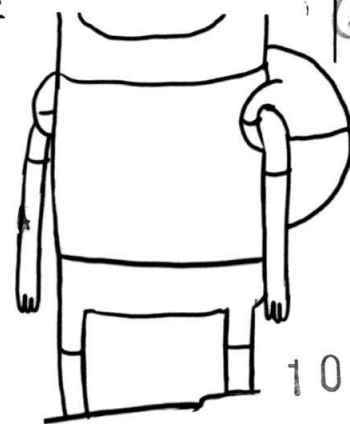
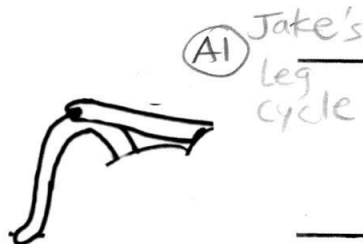
F: I'M TURNING IN...

Action:

- J. LOWERS ARM

- F. SETS DOWN BOOK

Timing:



Production :

EPISODE #

1025-181

1025/181

1025/181

ADVENTURE TIME



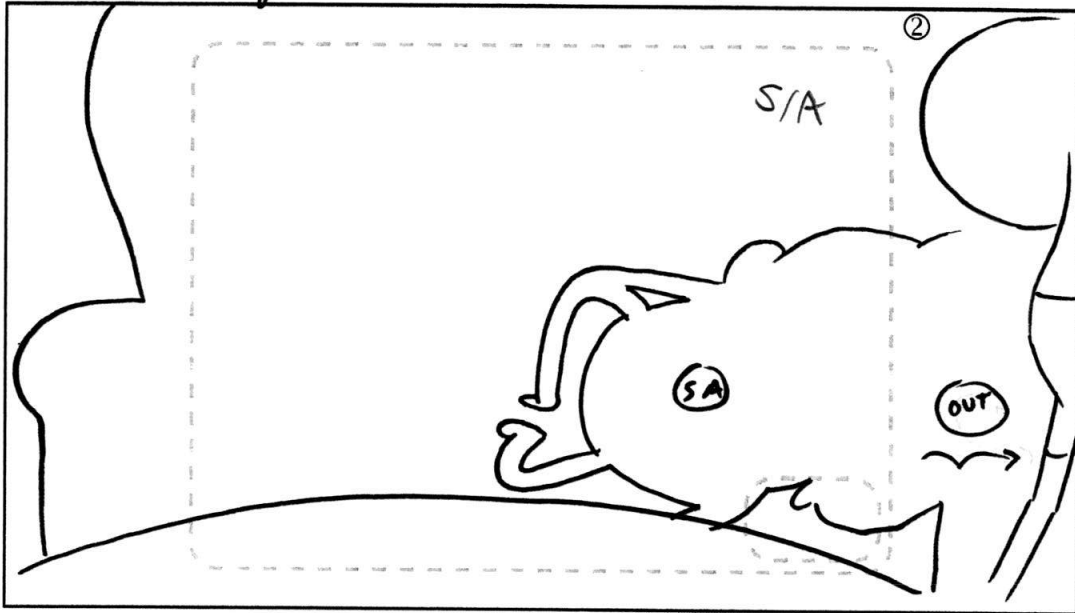
Sc.

20 cont Pnl.

C

Bg.

day night



Sc.

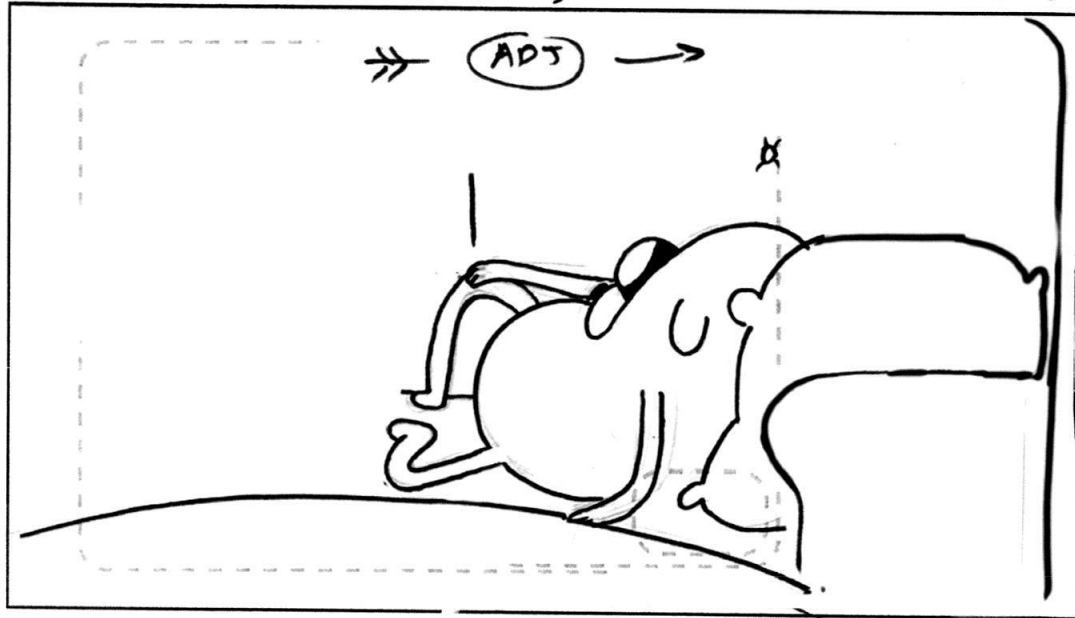
20 cont Pnl.

D

Bg.

Page

17
17A NEXT
day night



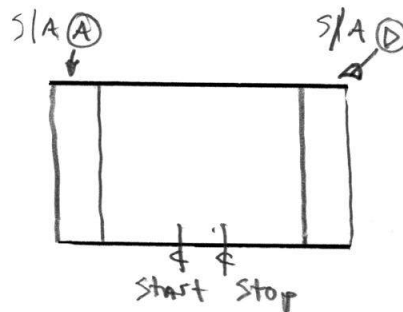
Dialog:

F: I'll see you up there.

Action:

- FINN WALKS
OUT OF SHOT
- ADJ. OVER TO JAKE.

Timing:



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Production :

EPISODE #

1025-181

1025/181

1025/181

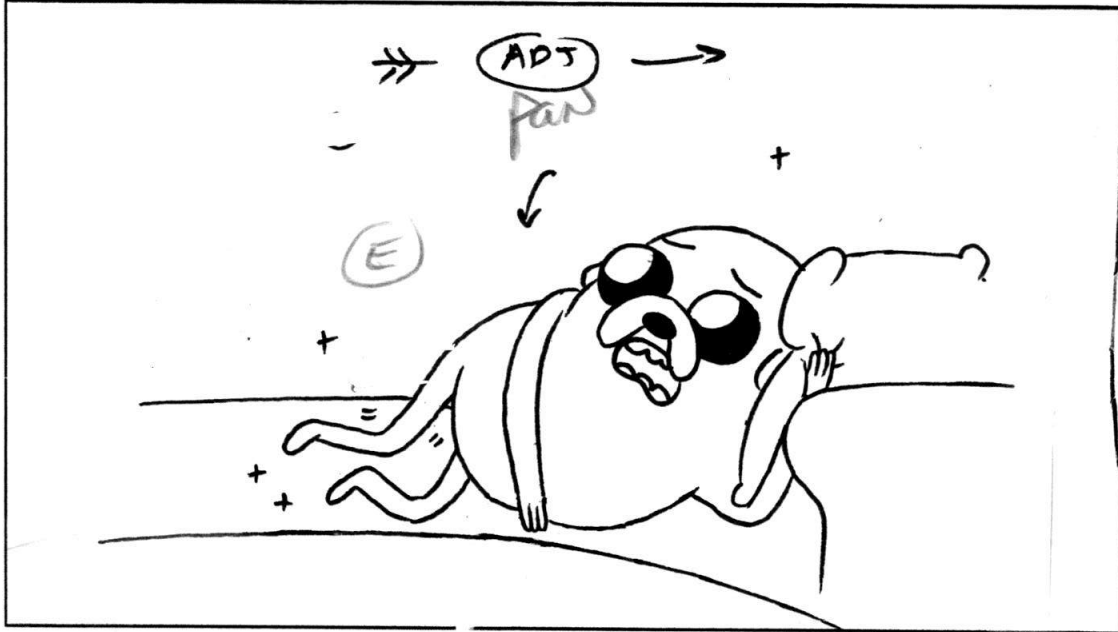
ADVENTURE TIME



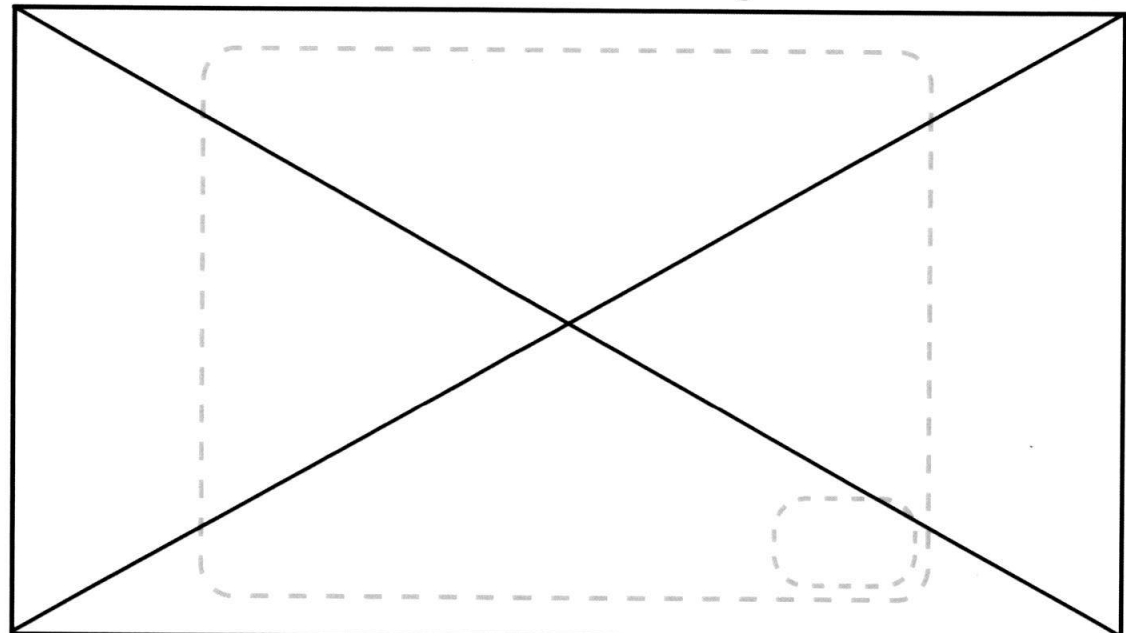
Page 17A

18 NEXT
day night

Sc. 20 *cont* Pnl. E Bg. day night



Sc. Pnl. Bg. day night



Dialog

J: [inhale] ~~~~ Rasherry

Action:

- Take turns over
- LEG continues bouncing



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EPISODE # 1025-181

Production:

1025/181

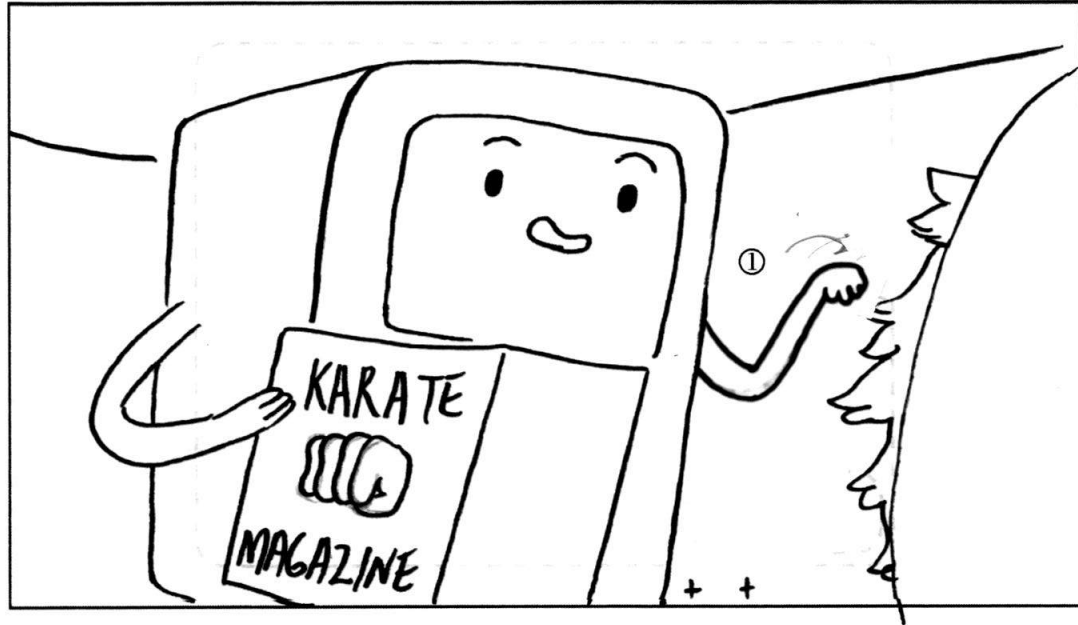
1025/181

ADVENTURE TIME

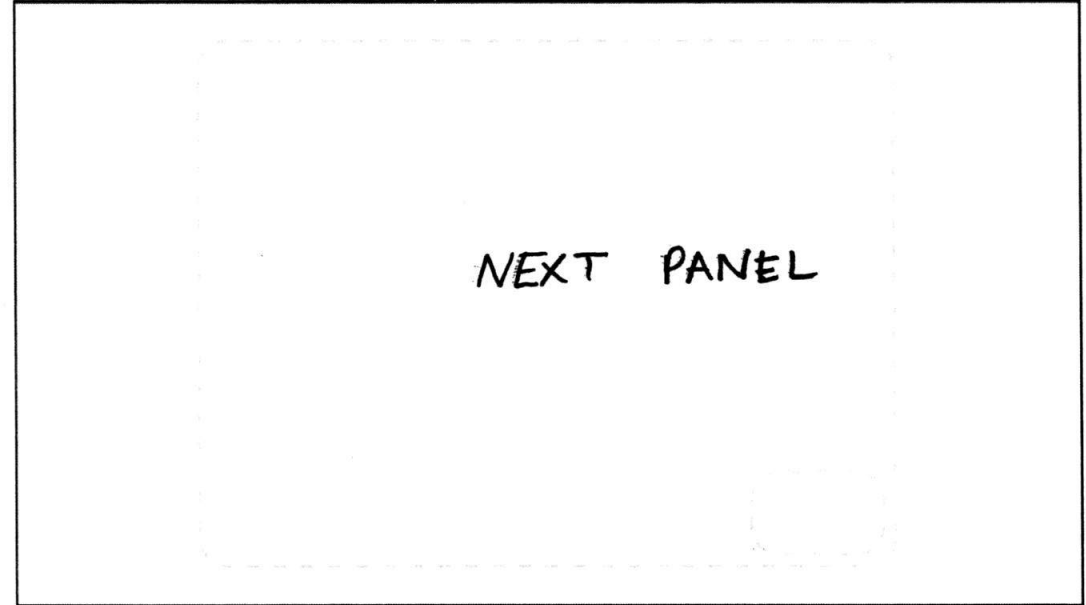


Page 18

Sc. 21 Pnl. A Bg. day night



Sc. Pnl. Bg. day night



Dialog:
BMO - (Taunting) ... Jaga Ke...

Action:
BMO moves hand back and forward

Timing:
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Production :

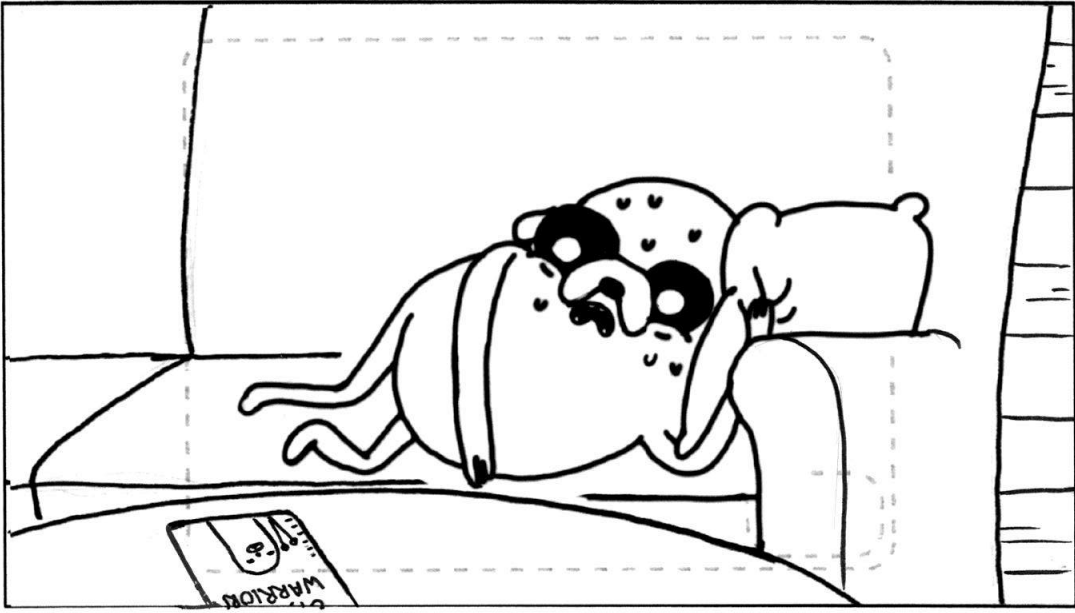
1025/181

ADVENTURE TIME

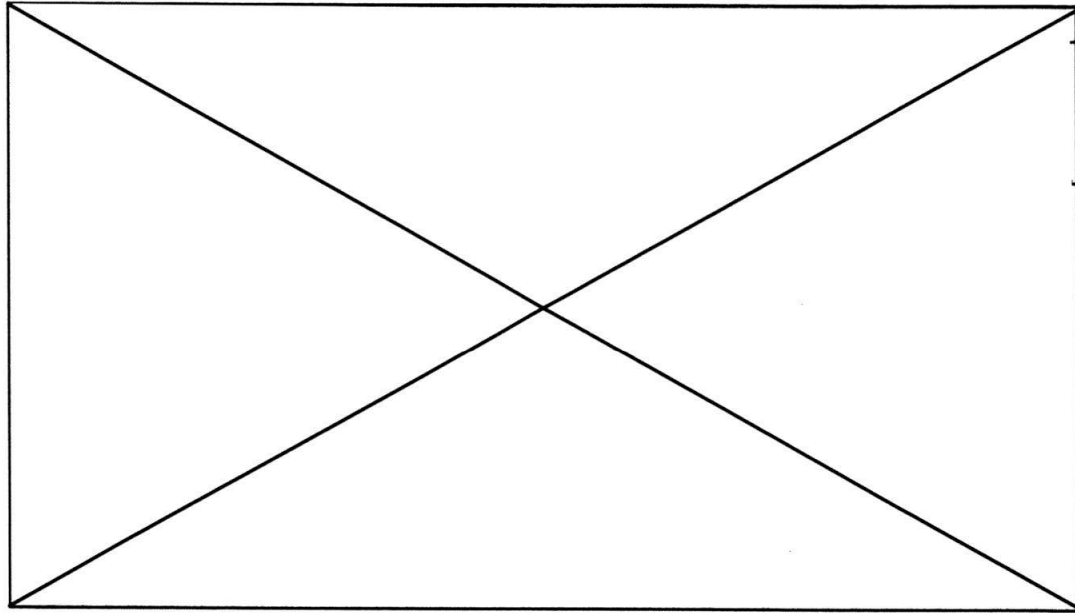


Page 19
day night 19A NEXT

Sc. 22 Pnl. A Bg. day night



Sc. Pnl. Bg.



Dialog:

J/ No BMO.



(Start pose)
(Sweaty)

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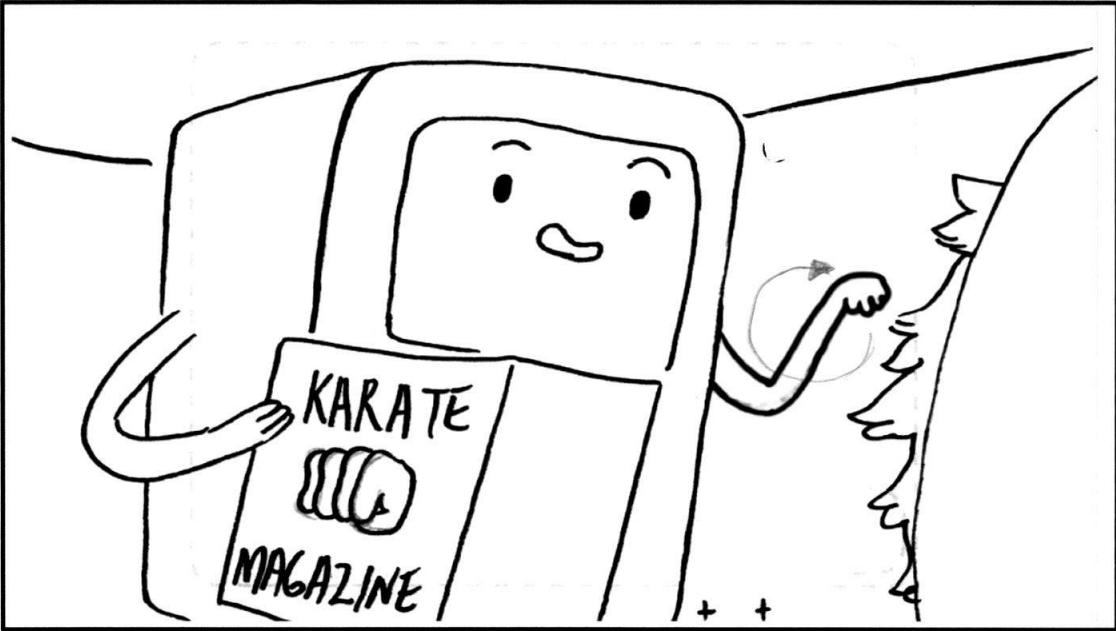
Page 19A
19B NEXT
day night

Sc. 22A

Pnl. A

Bg.

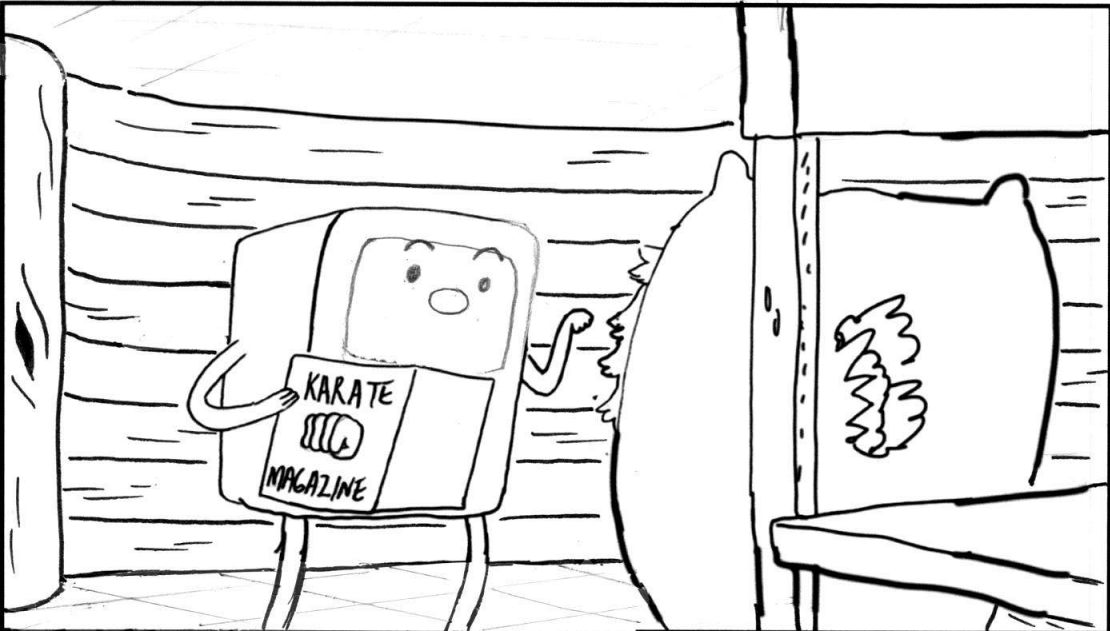
day night



Sc. 22B

Pnl. A

Bg.



Dialog:

Action:

Timing:



(AI)

APR 23 2014

EPISODE # 1025-181

Production:

1025/181

1025/181

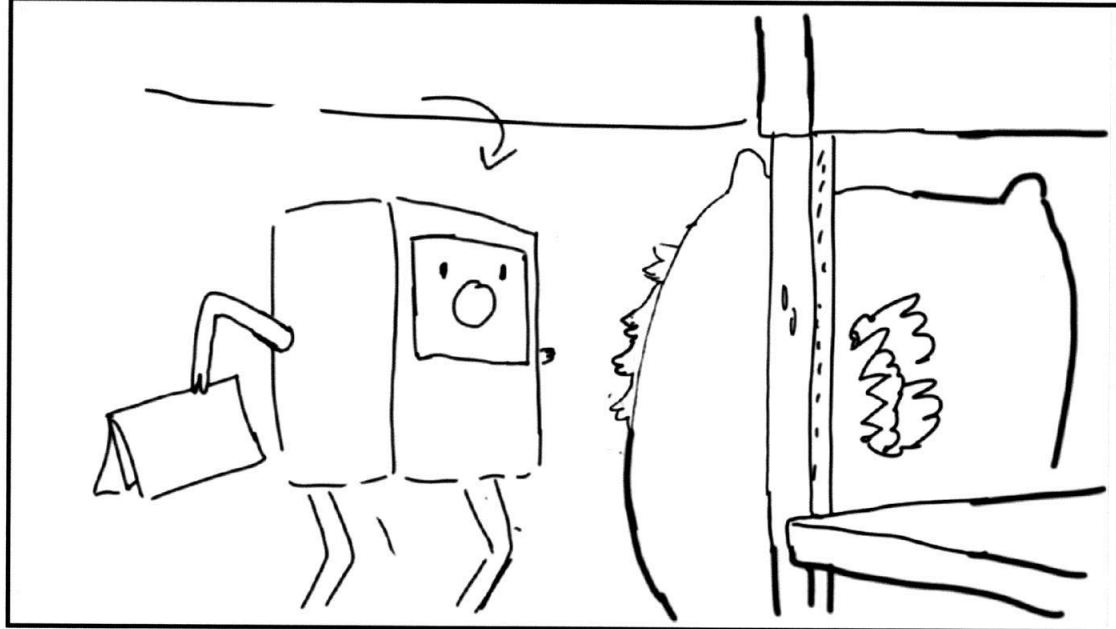
ADVENTURE TIME



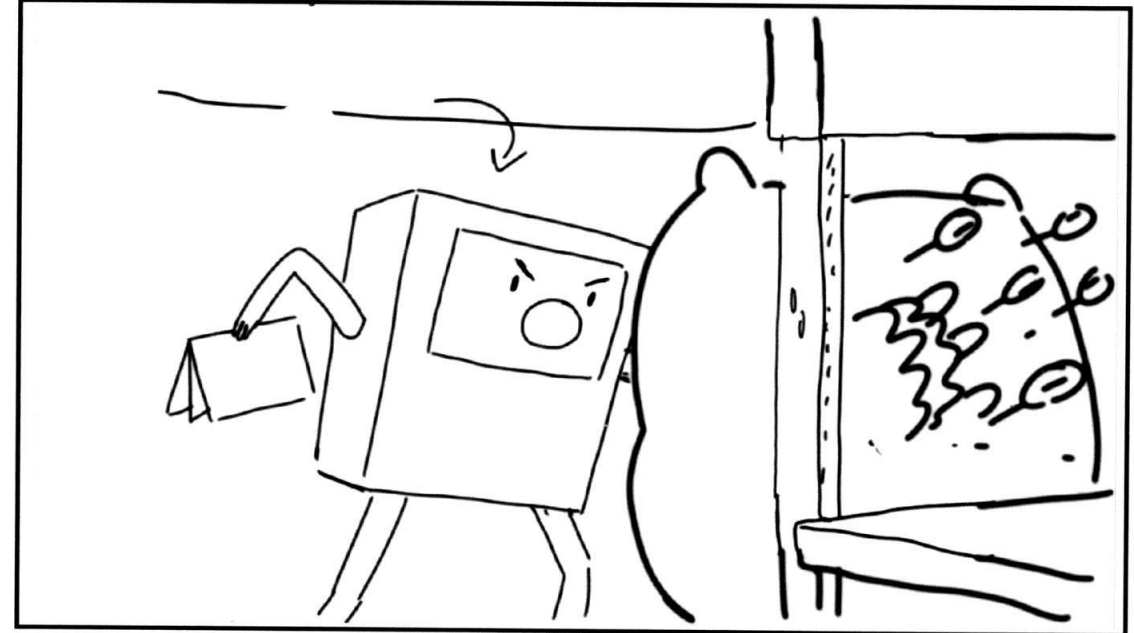
Page 19B

19C next
day night

Sc. 22B *CONT* Pnl. B Bg. day night



Sc. 22B *CONT* Pnl. C Bg. day night



<p>Dialog:</p>	<p>BMO/ Kya!</p>
<p>Action:</p>	<ul style="list-style-type: none"> - BMO punches pillow. - Feathers fly out of pillow. <p>APR 23 2014</p>
<p>Timing:</p>	

EPISODE # 1025-181

Production:

1025/181

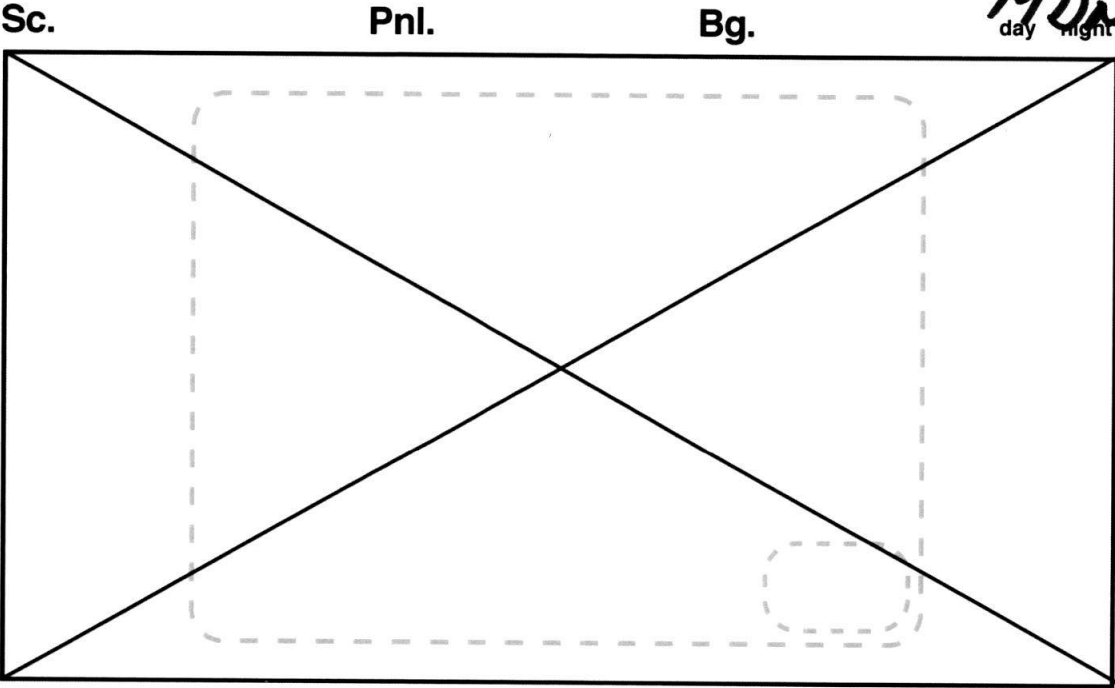
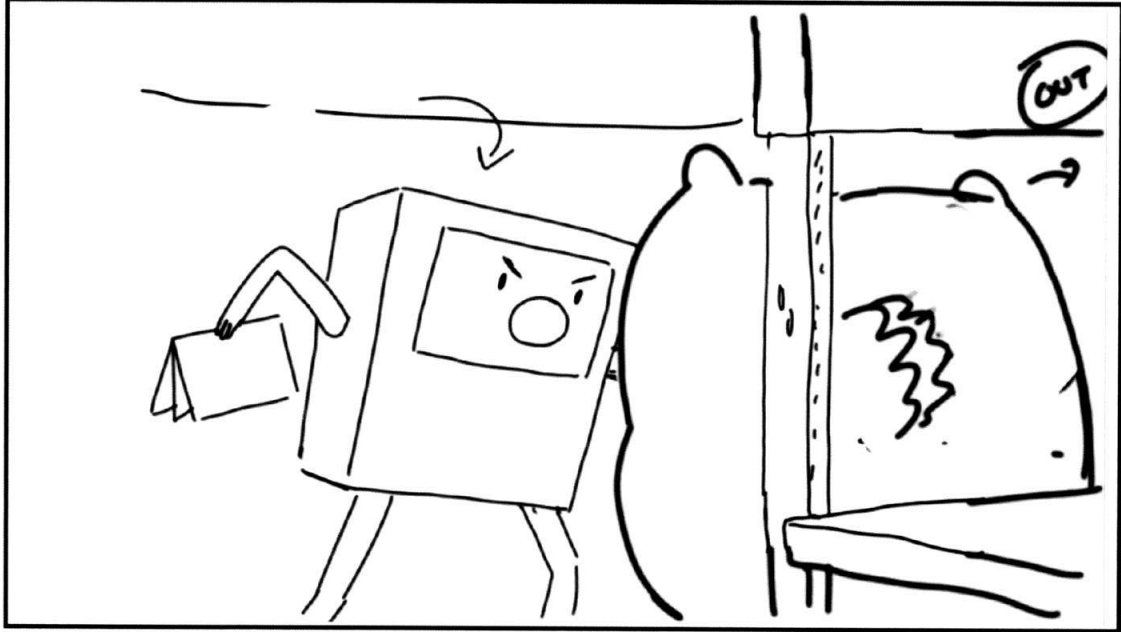
1025/181

1025/181

ADVENTURE TIME



Sc. 22B *cont* Pnl. D Bg. day night



Dialog:
Action:
Timing:

APR 23 2014

EPISODE # 1025-181

Production:

1025/181

1025/181

1025/181

ADVENTURE TIME



Page 19D

20 NEXT
day night

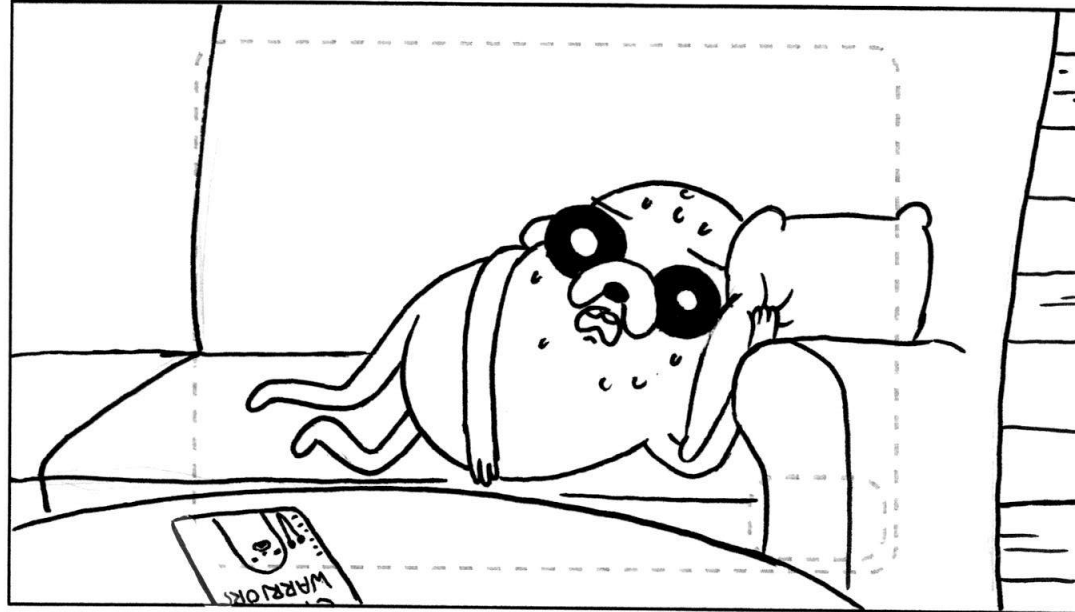
Sc. 22C

Pnl.

A

Bg.

day night



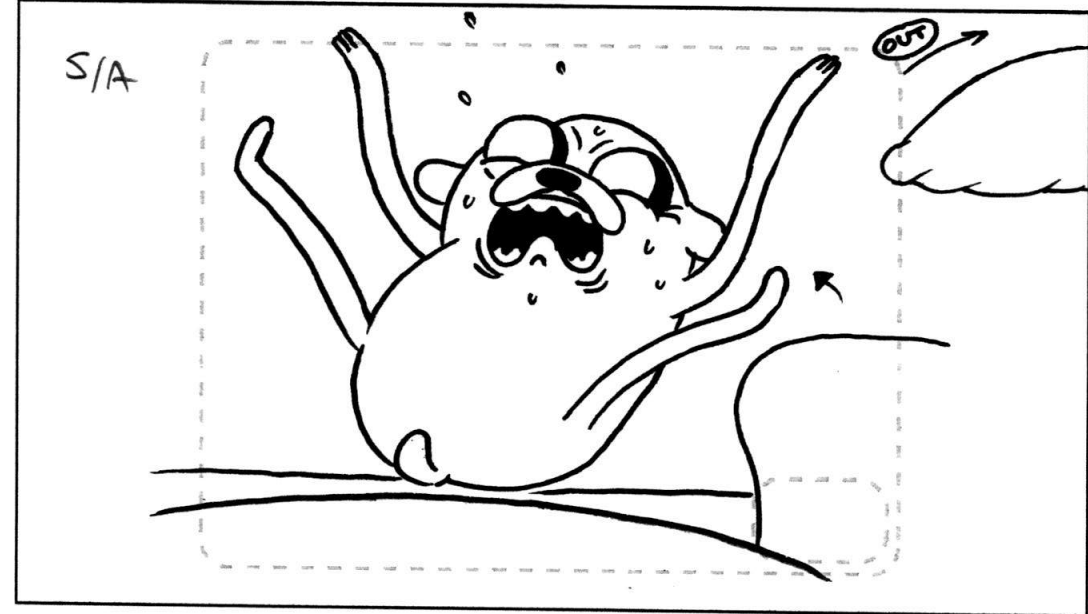
Sc. 22C

CONT

Pnl.

B

Bg.



Dialog:

J: Raaa h !!!

Action:

(Start pose)
(Sweaty)

- Jake **POPS** into pose
- Pillow flies out of shot

Timing:

APR 23 2014

EPISODE #

1025-181

Production :

1025/181

1025/181

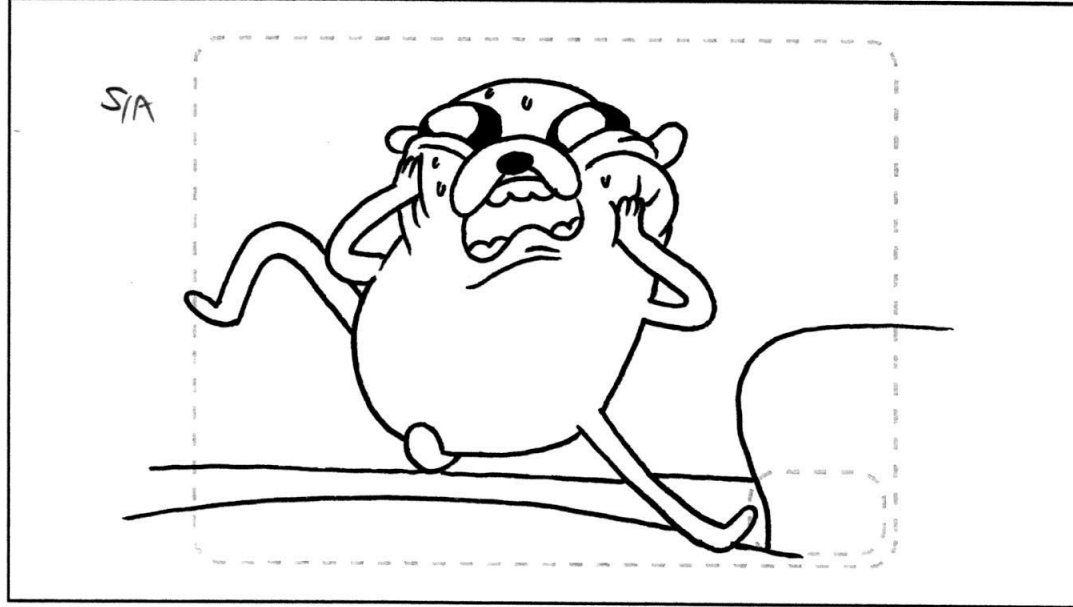
1025/181

ADVENTURE TIME

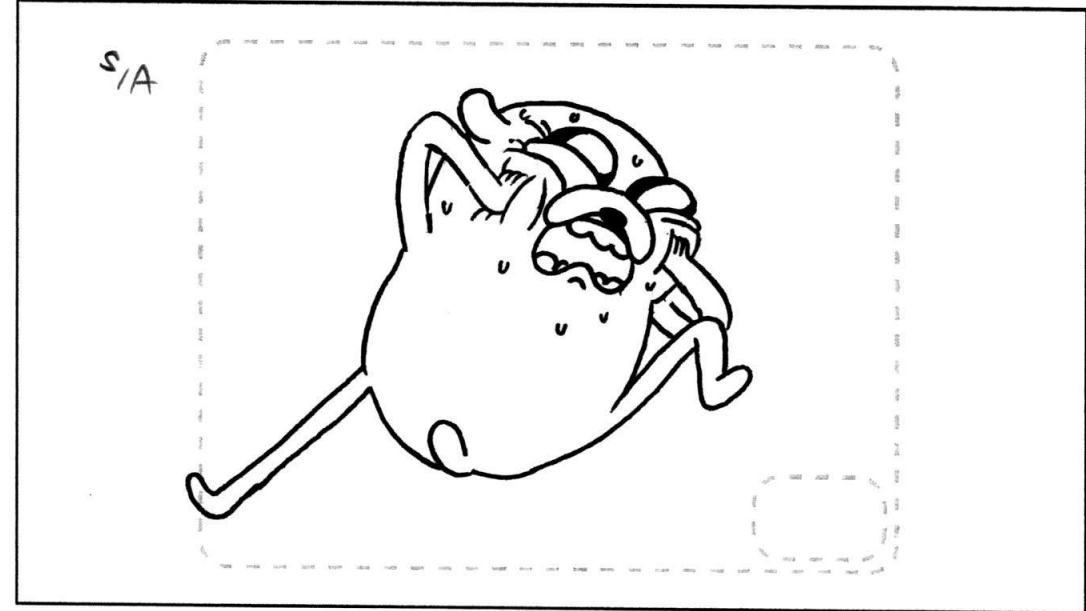


Page 20
day night

Sc. 22C *CONT* Pnl. C Bg. day night



Sc. 22C *CONT* Pnl. D Bg. day night



Dialog:

J: NO BMO !!!

J: NO MORE !!!

Action:

- J. FAILS LEGS IN CHAIR. ↗ cycle ↗

Timing:

APR 23 2014

EPISODE #

1025-181

Production :

1025/181

1025/181

ADVENTURE TIME



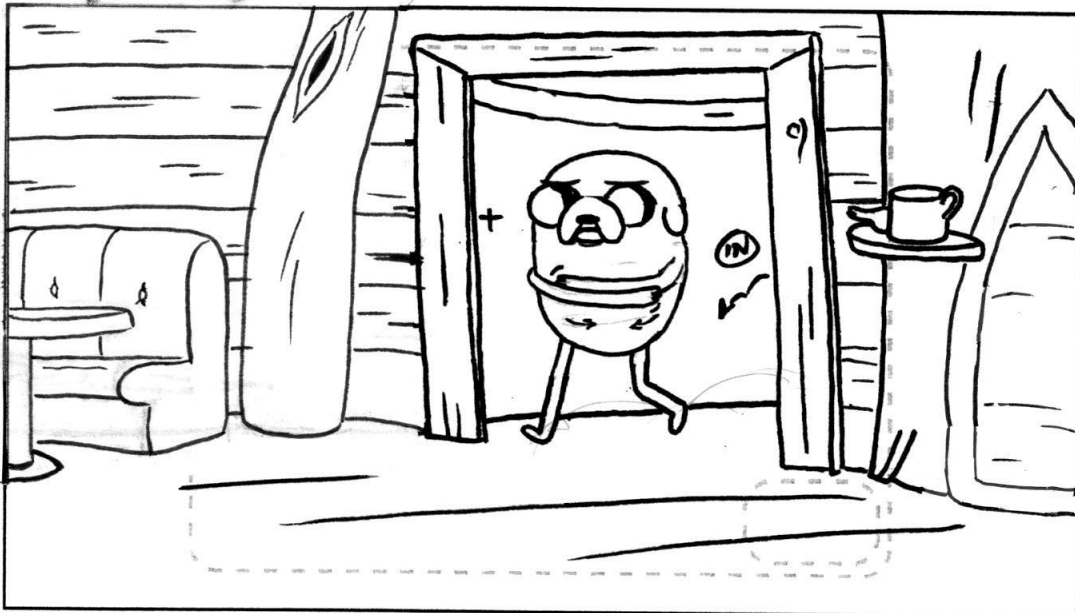
Sc. 23

Pnl.

A

Bg.

day night



Sc.

23 cont

Pnl.

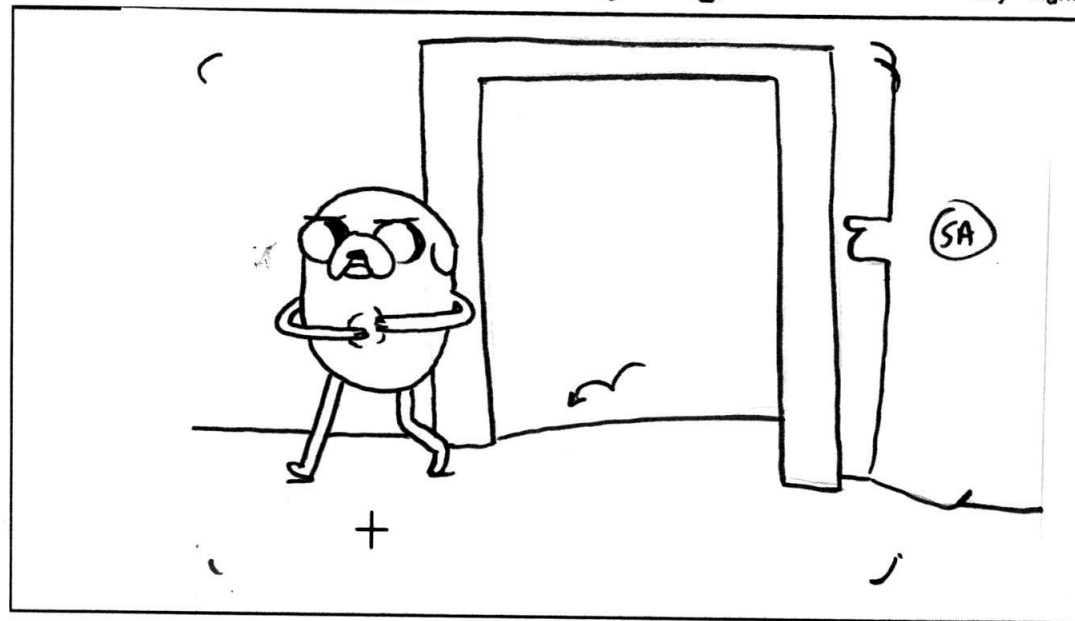
B

Bg.

Page

21

day night



Dialog:

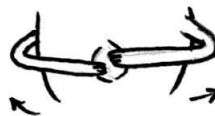
J: maybe some soup will--

J: Take the edge off.

Action:

-J. WALKS INTO KITCHEN

+



(A1)

- Jake rubs stomach

Timing:



(B1)

APR 23 2014

Production :

EPISODE #

1025-181

1025/181

1025/181

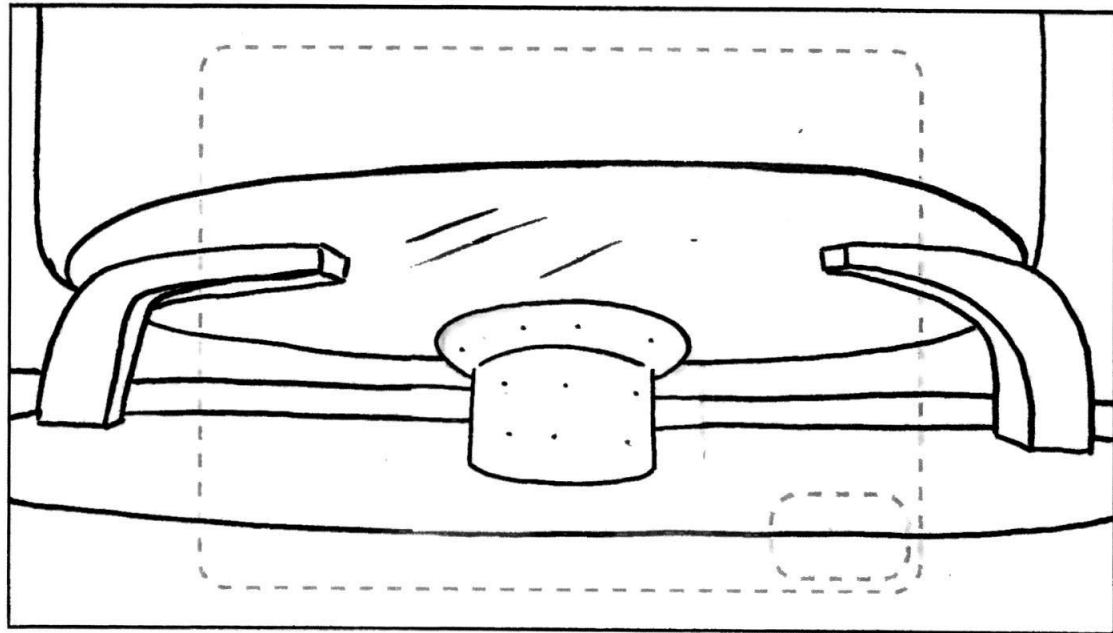
1025/181

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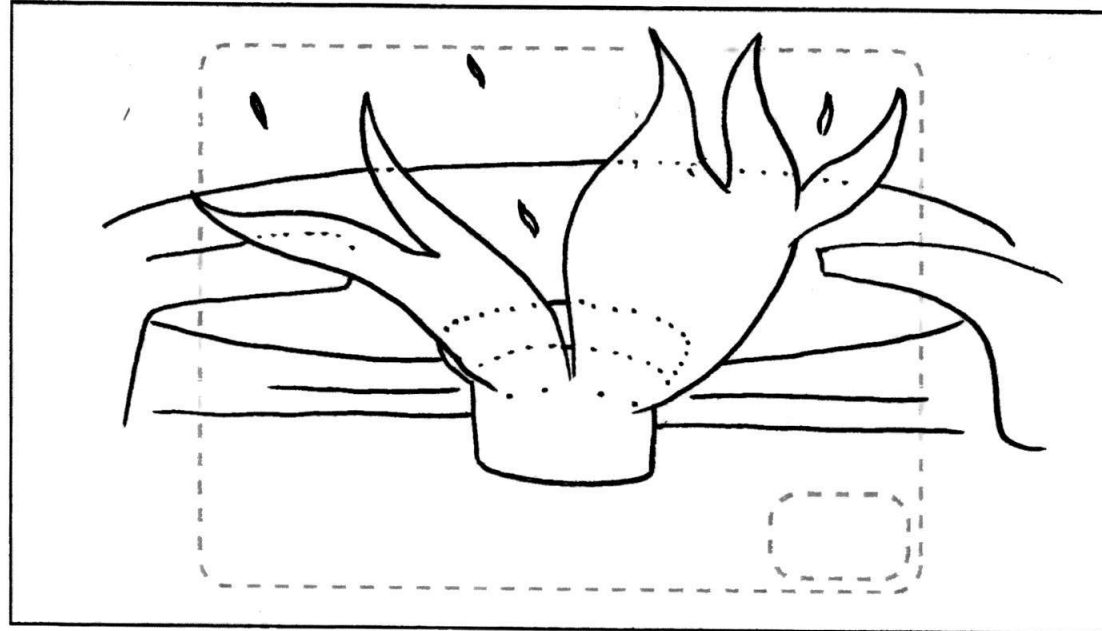
ADVENTURE TIME



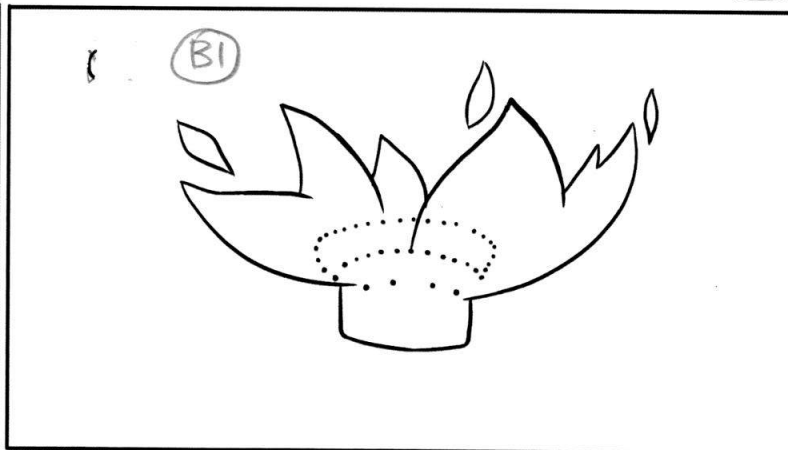
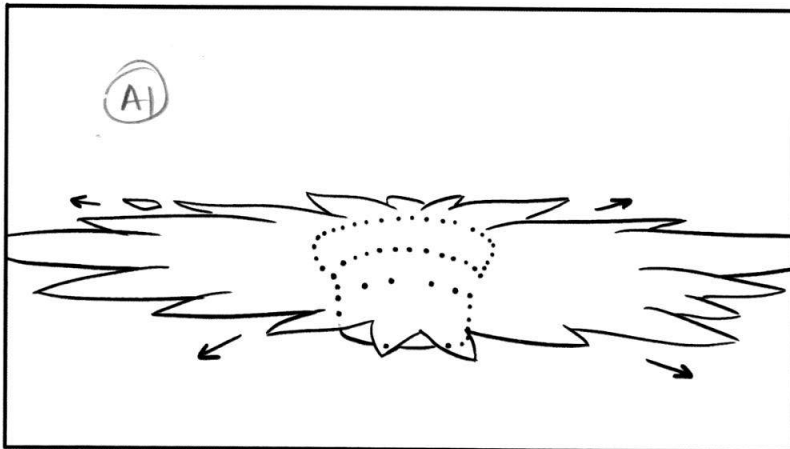
Sc. 24 Pnl. A Bg. day night



Sc. 24 cont Pnl. 6 Bg. day night



Dialog:



sfx: flame turning on

Stove starts up

APR 23 2014

- Flame cycle ②, ③, ②, ③
etc.

Production :

EPISODE #

1025-181

1025/181

1025/181

ADVENTURE TIME



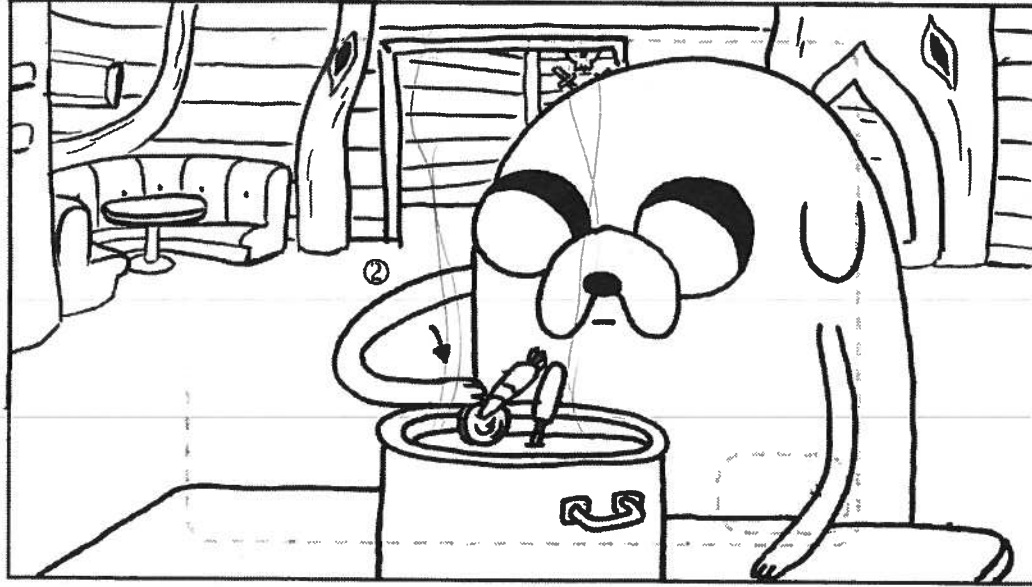
REVISED
05/01/14

Sc. 25

Pnl. A

Bg.

day night



Sc.

25 cont
Pnl.

B

Bg.

Page 23
day night



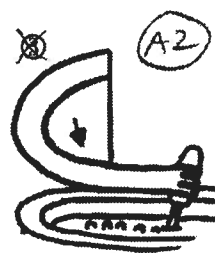
Dialog:

Sfx: * BLOOP *

Action:

- J Throws vegetables in soup

Timing:



APR 23 2014

EPISODE #

1025-181

Production :

1025/181

1025/181

1025/181

ADVENTURE TIME



REVISED
05/01/14

Sc.

25 cont Pnl. C

Bg.

day night

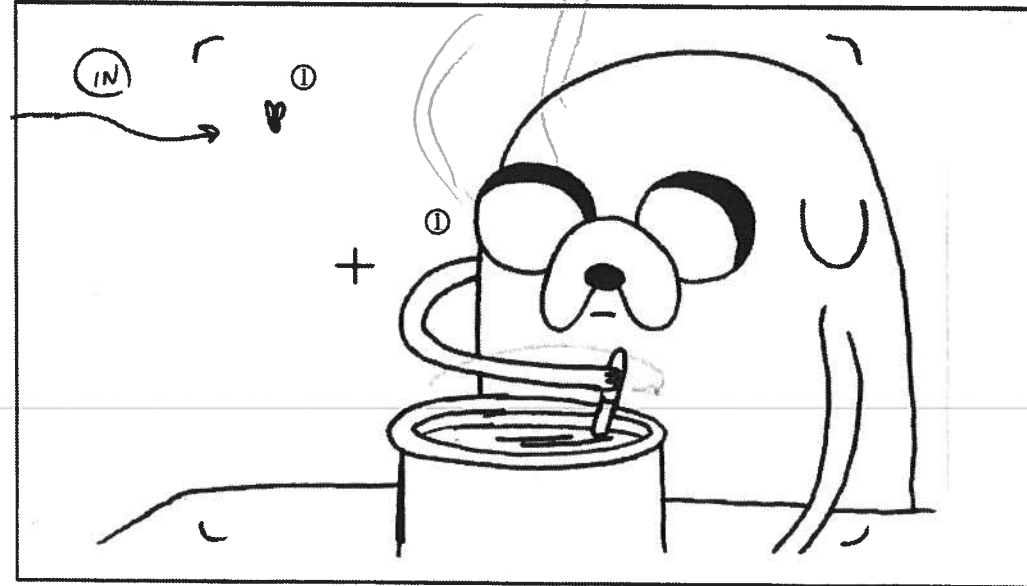


Sc.

25 cont Pnl. D

Bg.

Page 24
day night



Dialog:

SFX: *ZZZZ*

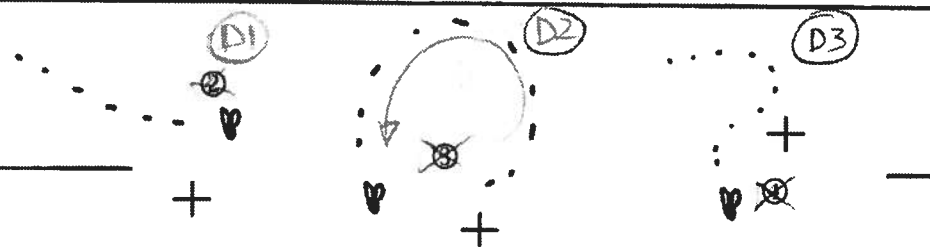
Action:

Jake stirs the pot.

-FLY BUZZES ON/S

APR 23 2014

Timing:



EPISODE # 1025-181

Production :

1025/181

1025/181

1025/181

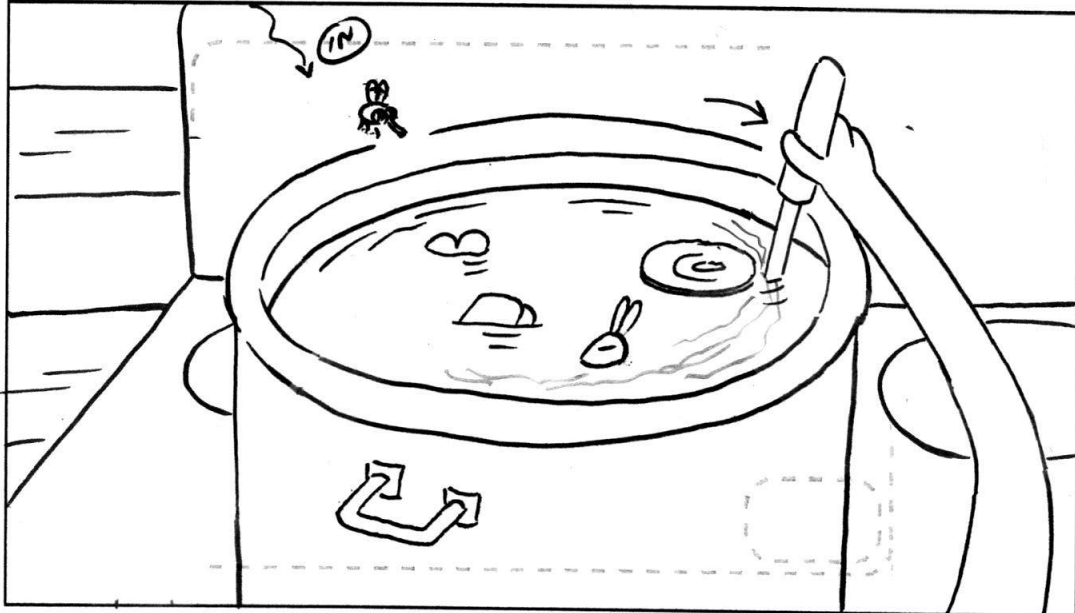
1025/181

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ADVENTURE TIME



Sc. 26 Pnl. A Bg. day night



Dialog:

SFX : *ZZZ*

Action:

- FLY COMES ON/S
- FLY LANDS ON POT

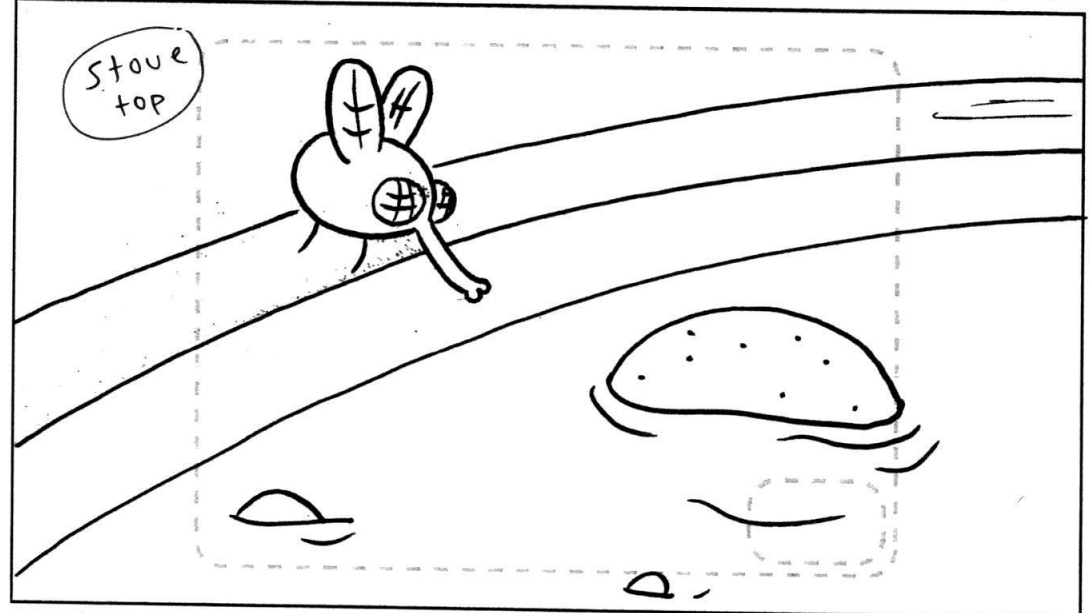
Timing:

S/A

S/A

(AI)

Sc. 27 Pnl. A Bg. day night



SFX : * ZZZ *

- FLY FLAPS WINGS INTERMITTENTLY.

(AI)

APR 23 2014

EPISODE # 1025-181

Production :

1025/181

ADVENTURE TIME



Page 26

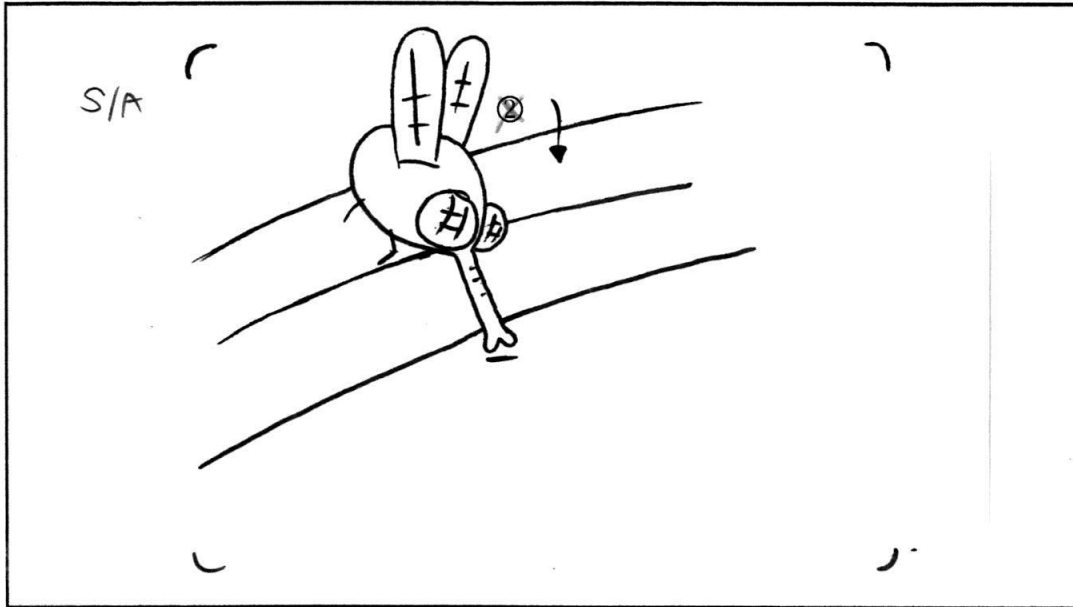
Sc.

27 cont Pnl.

B

Bg.

day night



Sc.

28

Pnl.

A

Bg.

day night

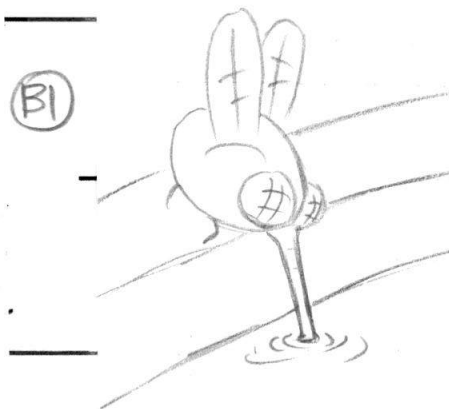


Dialog:

Action:

- fly leans over to
drink in pot

Timing:



APR 23 2014

EPISODE #

1025-181

Production :

1025/181

1025/181

ADVENTURE TIME



Sc.

26 cont Pnl.

B

Bg.

day night

Sc.

26 cont Pnl.

C

Bg.

Page

27

day night



Dialog:

J: EWW GROSS!!!

J: NASTY !!!

Action:

Timing:

APR 23 2014

EPISODE #

1025-181

Production :

1025/181

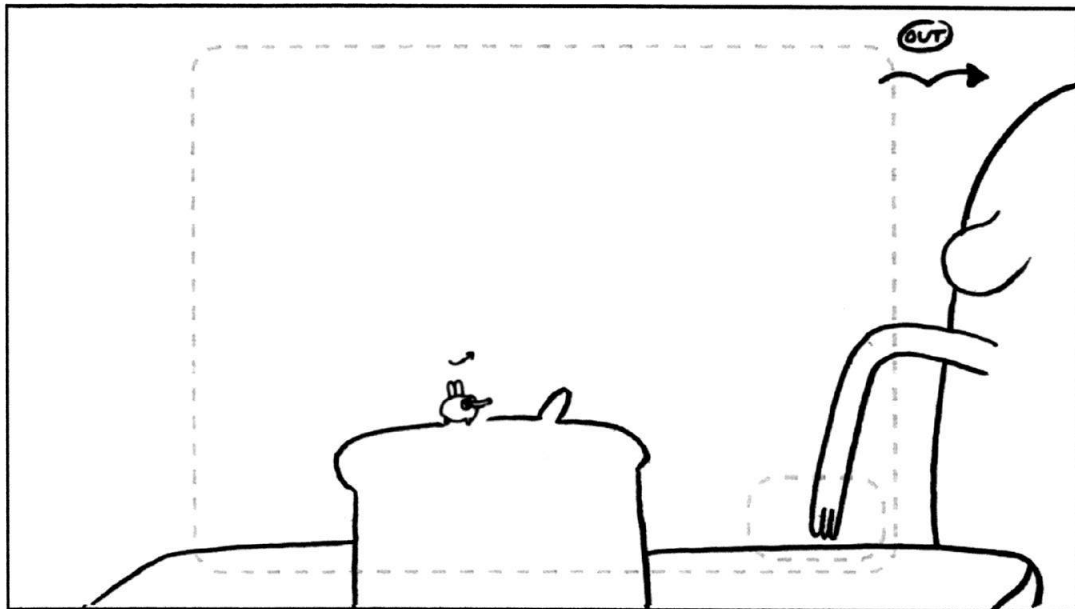
1025/181

ADVENTURE TIME

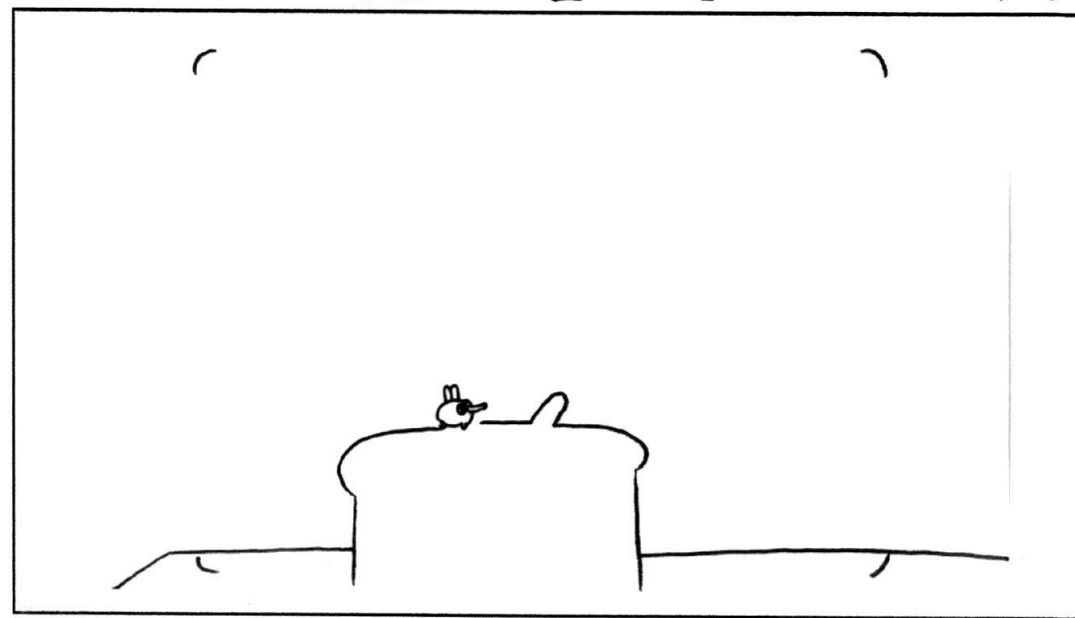


Page **28**
day night

Sc. **28 cont** Pnl. **D** Bg. day night



Sc. **28 cont** Pnl. **E** Bg. day night



Dialog:

SFX: stuff clanging around

Action:

- J. RUNS OFF/IS.

APR 23 2014

Timing:

EPISODE #

1025-181

Production :

1025/181

1025/181

1025/181

ADVENTURE TIME



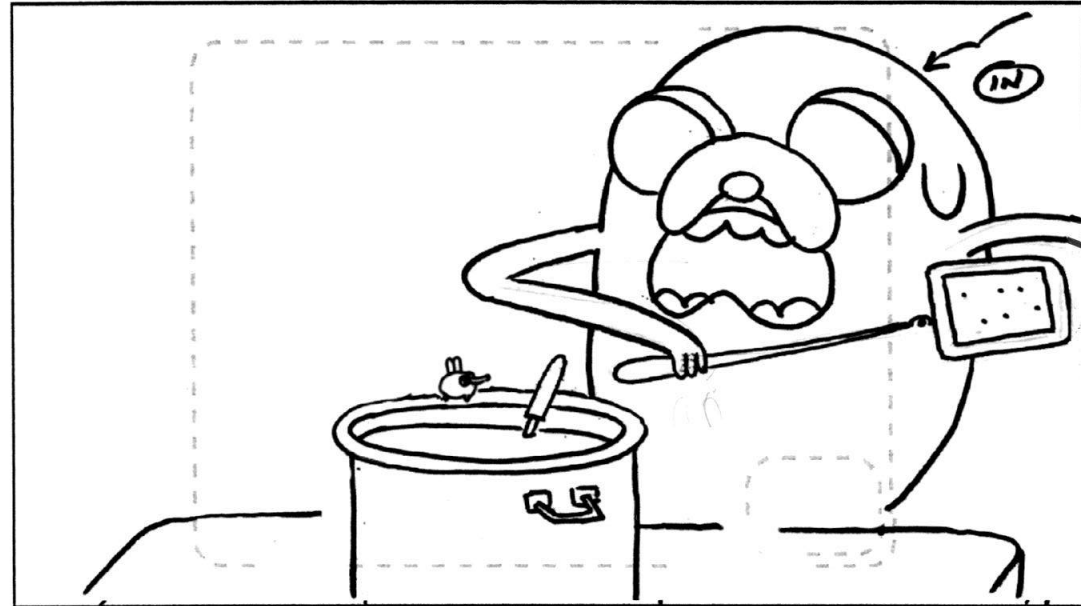
Sc.

28 CONT Pnl.

F

Bg.

day night



Sc.

28 CONT Pnl.

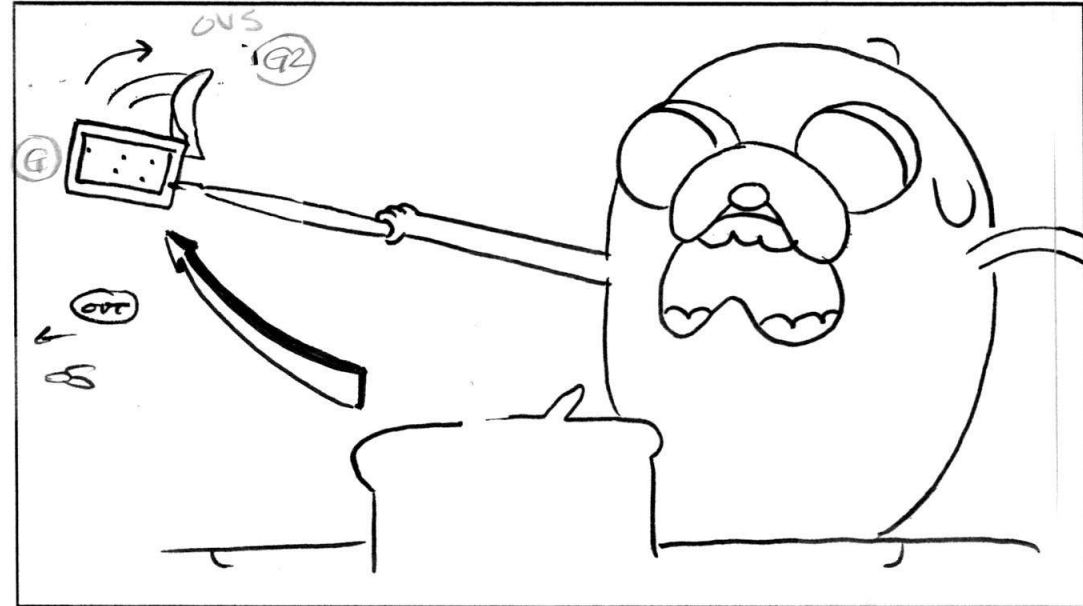
G

Bg.

Page

29

day night



EPISODE #

1025-181

1025/181

Dialog:

Action:

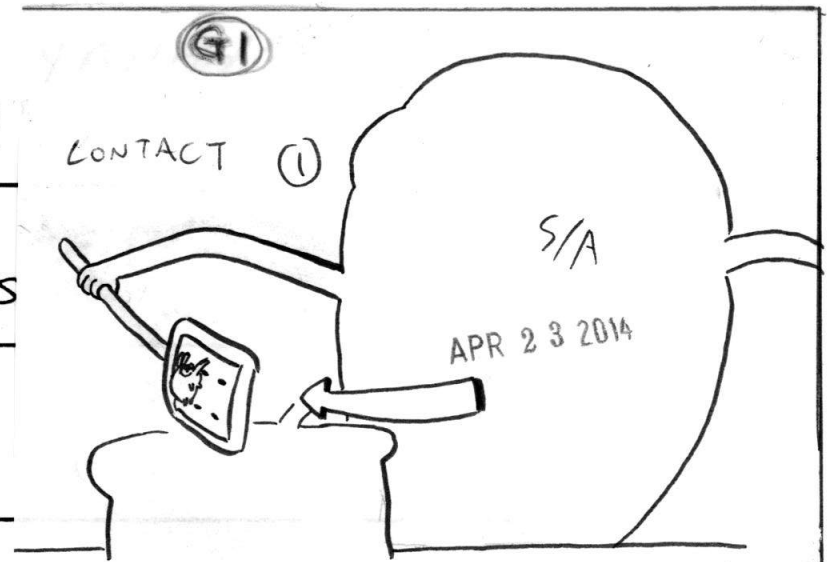
- J. RUNS BACK ON/S WITH FLYSWATTER.

- J. SWATS
AT FLY
- FLY SHOTS
O/S

Timing:

- ANIMATE THROUGH
POSE ①

J:
YAHHH!!!



1025/181

ADVENTURE TIME



Sc.

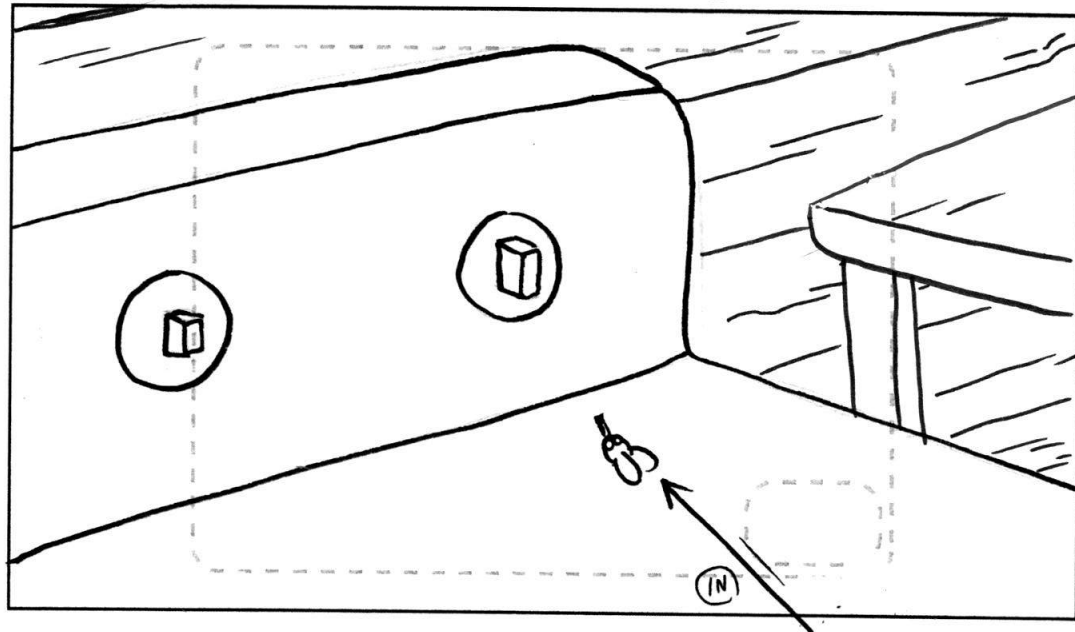
29

Pnl.

A

Bg.

day night



Sc.

29 *cont*
Pnl.

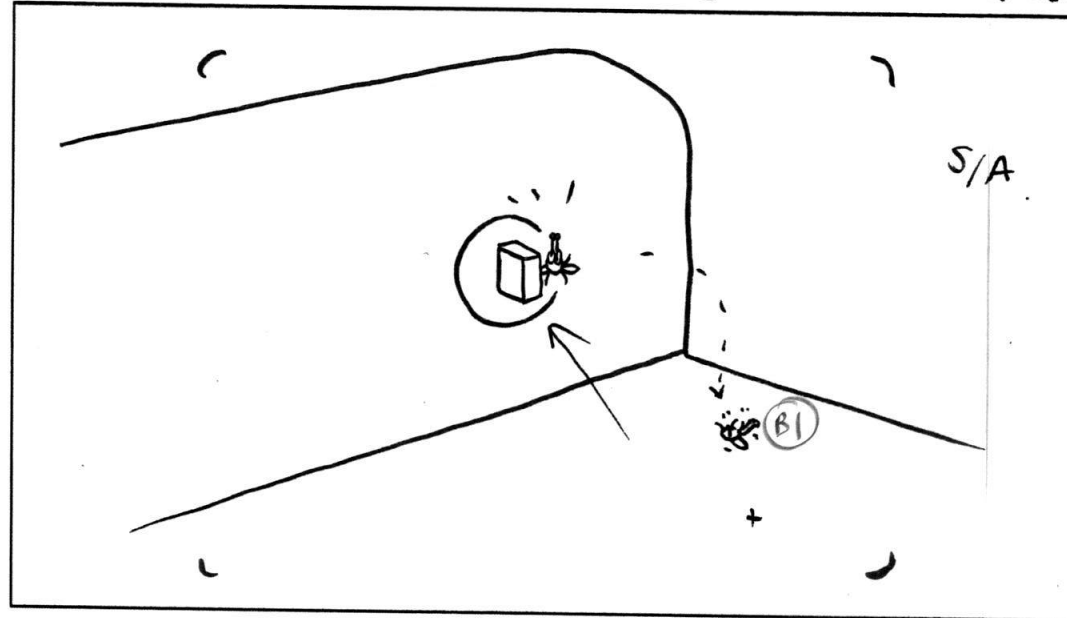
B

Bg.

Page

30

day night



Dialog:

Fly: B22T, B22T

Action:

- FLY ZOOMS ON/S.

- FLY HITS
DIAL AND FALLS.

- FLY'S arms writhe
around.

(B2) (B3) (B4)



+ + +

Timing:

APR 23 2014

EPISODE #

1025-181

1025/181

Production :

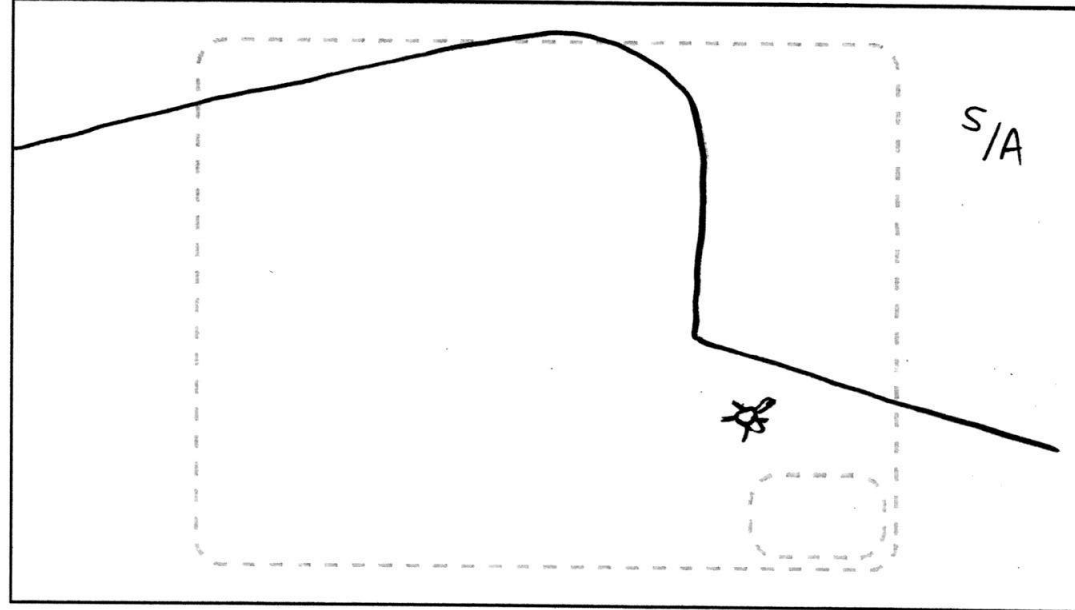
1025/181

1025/181

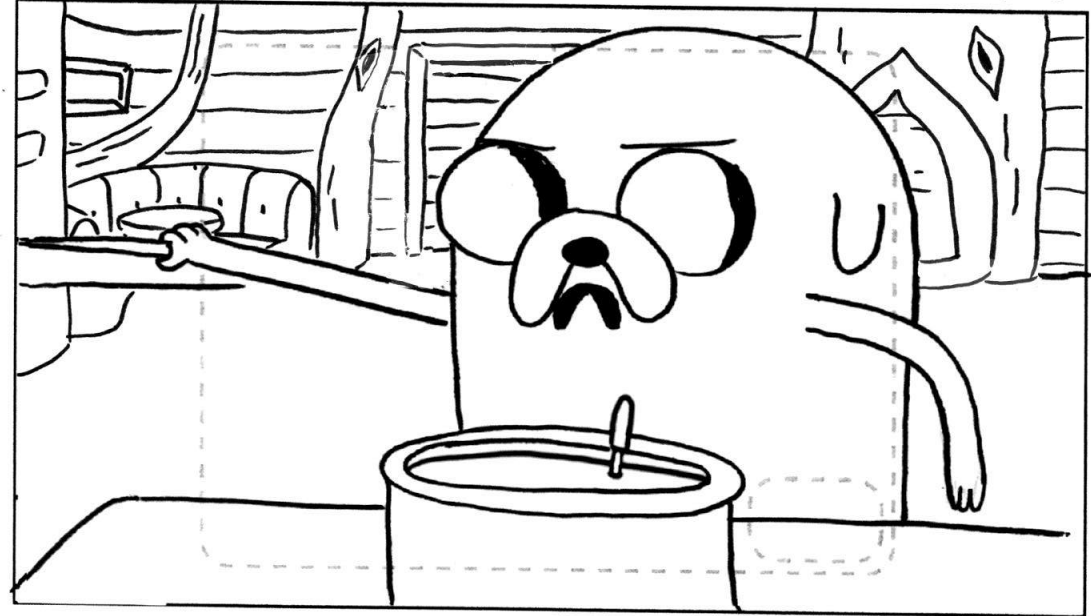
ADVENTURE TIME



Sc. *29 cont* Pnl. *C* Bg. day night



Sc. *30* Pnl. *A* Bg. day night



Dialog:

Action: *-FLY STOPS MOVING.*

Timing:

APR 23 2014

EPISODE #

Production :

1025-181

1025/181

1025/181

ADVENTURE TIME



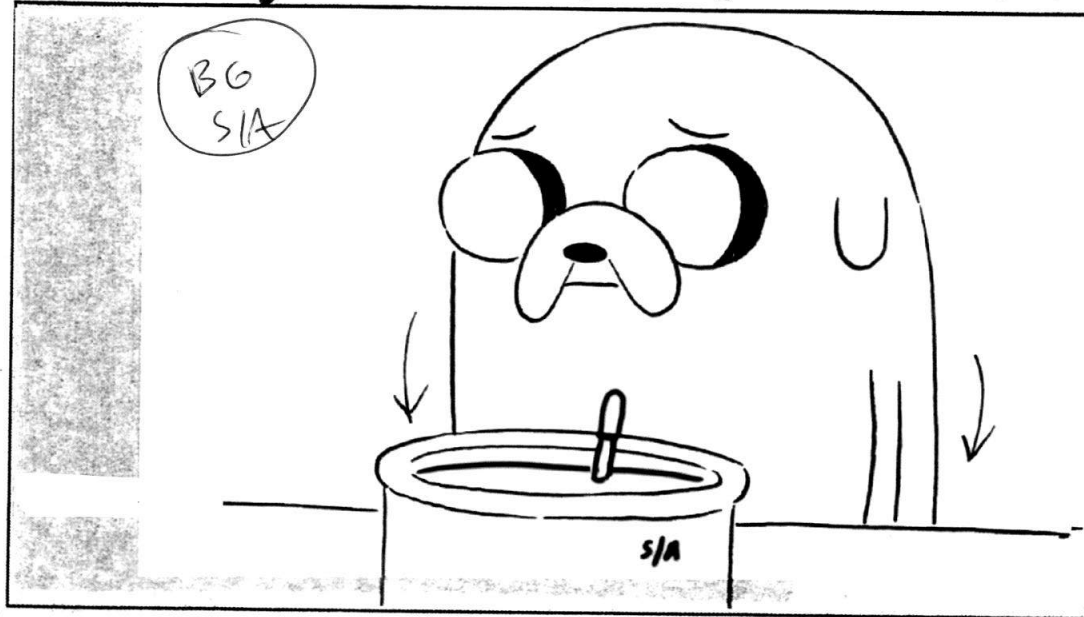
Sc.

30 cont
Pnl.

B

Bg.

day night



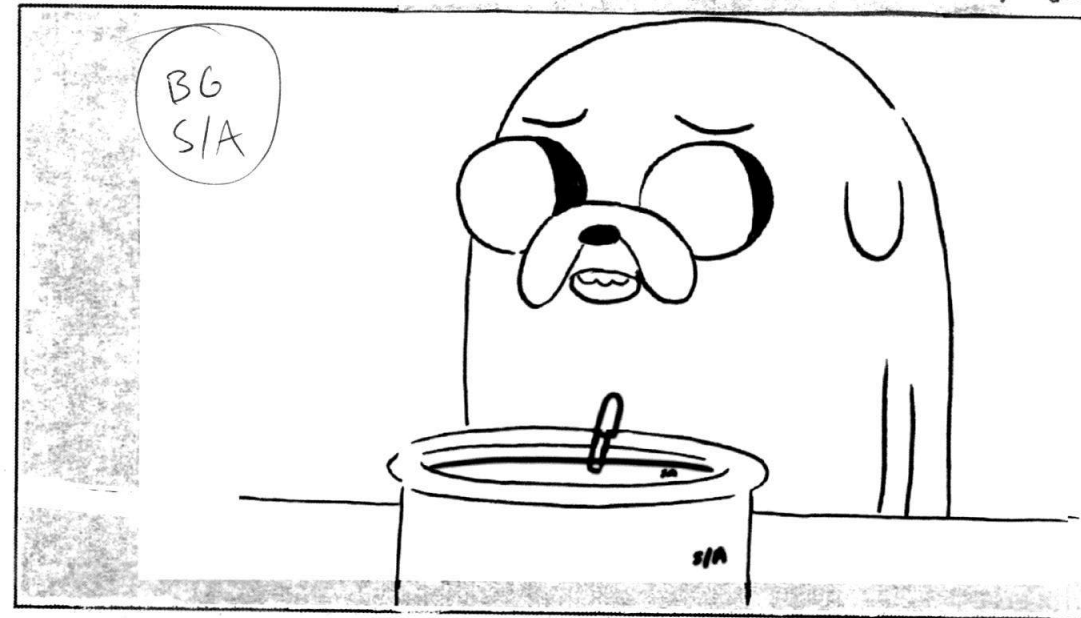
Sc.

30 cont
Pnl.

C

Bg.

Page 38
day night



Dialog:

J: I'm sorry you were born
a fly and I had to kill
you.

Action:

-JAKE'S hands go down

Timing:

APR 23 2011

Production :

EPISODE #

1025-181

1025/181

1025/181

ADVENTURE TIME



Sc. 30 *cont* Pnl. D Bg. day night



Sc. 40 *cont* Pnl. E Bg. day night



Dialog:

J: you disgusting, disgusting creature...

BMO: (O.S.) KEEYA! KEEYA!

Action:

Timing:

APR 23 2014

EPISODE #

1025-181

1025/181

Production :

1025/181

1025/181

ADVENTURE TIME



Sc.

20 cont Pnl.

F

Bg.

day night

Sc.

20 cont Pnl.

G

Bg.

Page

34

day night



Dialog:

J: BMO!

Action:

Timing:

J: please!!!

APR 23 2014

EPISODE #

1025-181

Production:

1025/181

1025/181

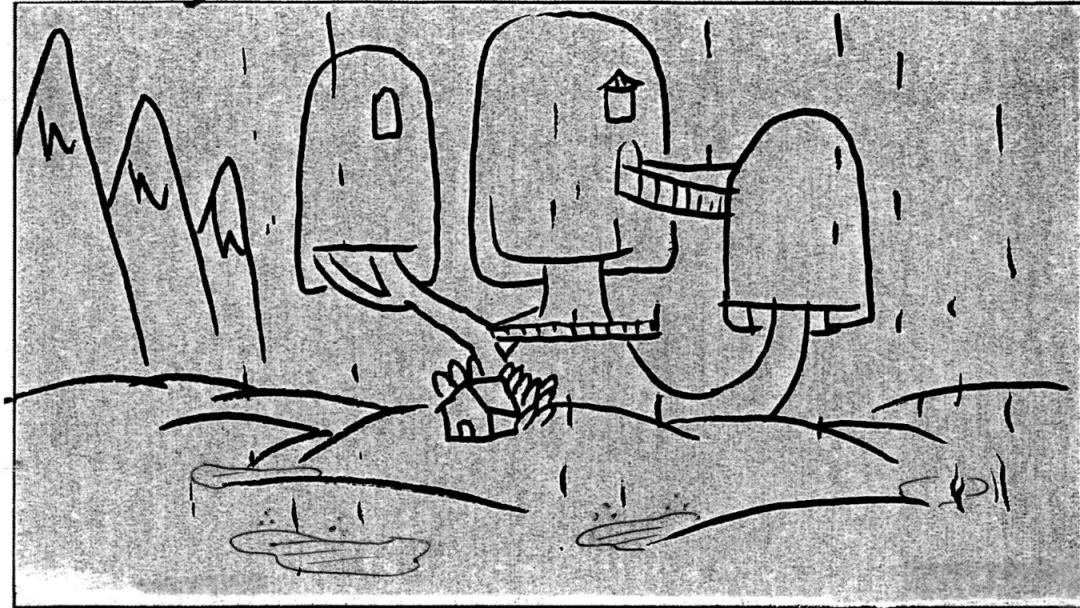
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ADVENTURE TIME

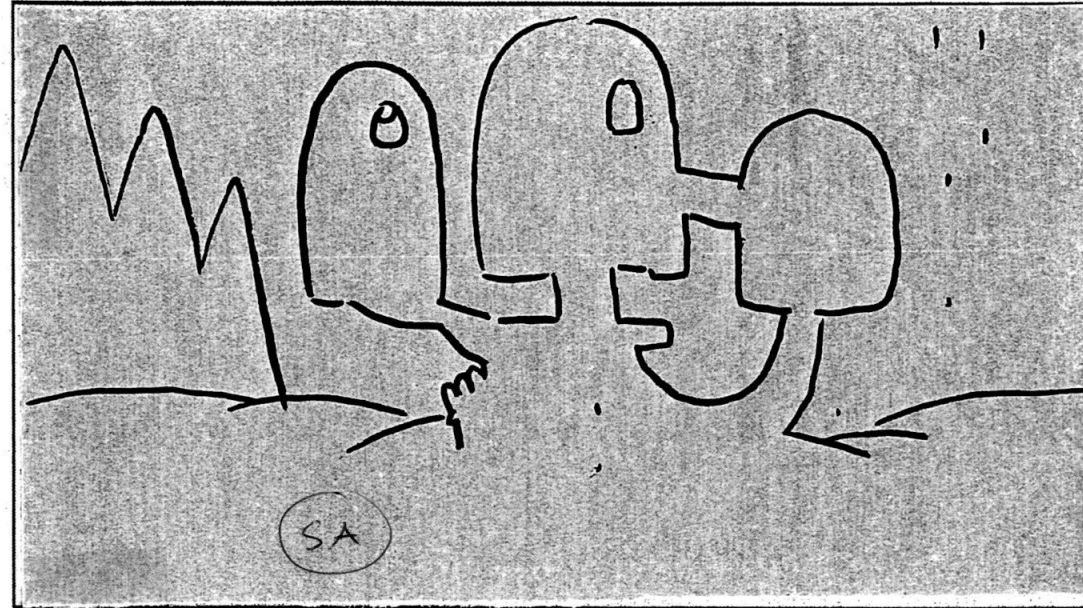


Page **35**

Sc. **31** Pnl. **A** Bg. **EP. 145 8145, 002-15%** day night



Sc. **31 CONT** Pnl. **B** Bg. day night



Dialog:
Action: <i>* Rain dissolves ~> OFF.</i>
Timing:

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EPISODE # 1025-181
Production: 1025/181

1025/181

1025/181

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ADVENTURE TIME



NO SC
33

Page **36**

Sc.

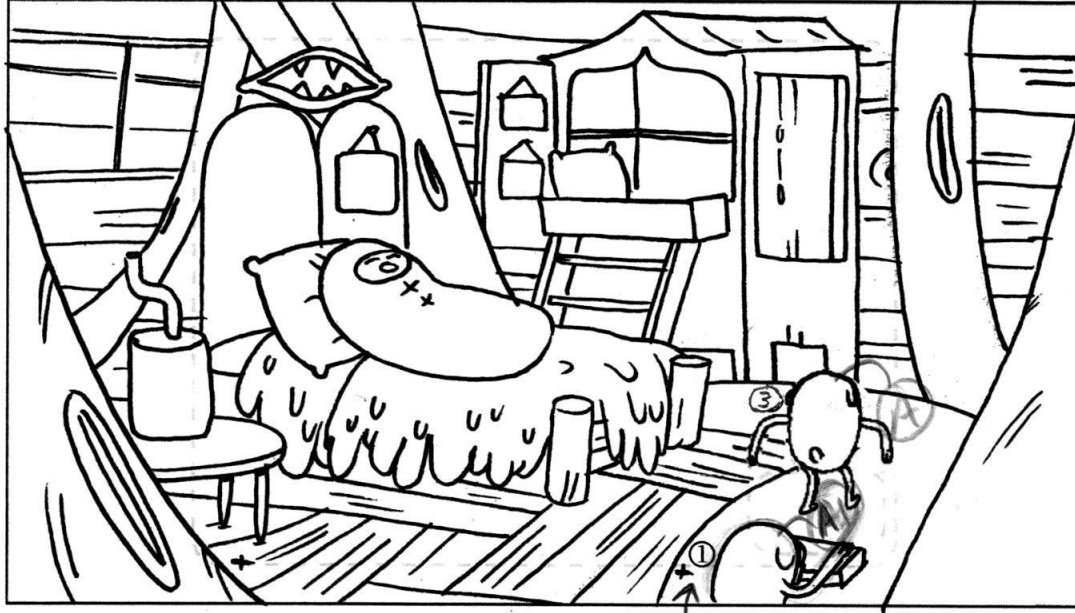
32

Pnl.

A

Bg.

day ☒ night



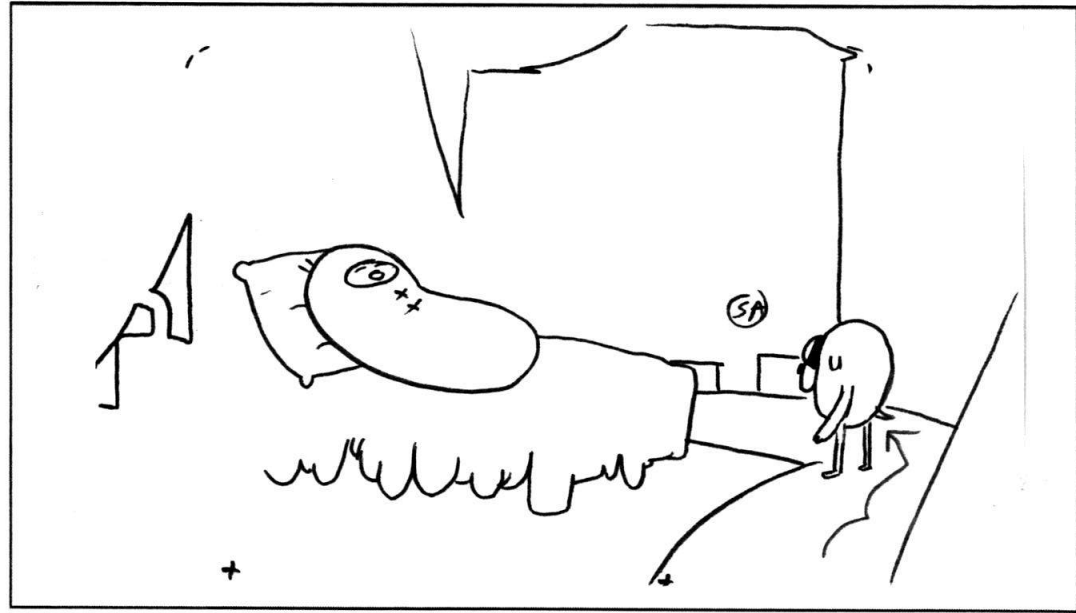
Sc.

32 CONT
Pnl.

B

Bg.

day ☐ night



Dialog:

⑤ - SNOREZ

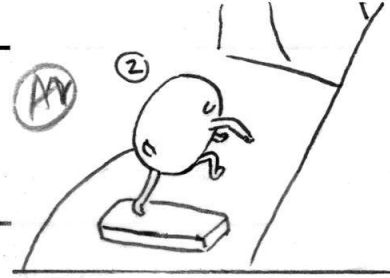
(IN)

Action:

⑤ climbs up the steps

⑤ looks at FINN
APR 23 2014

Timing:



EPISODE #

1025-181

1025/181

Production :

1025/181

ADVENTURE TIME



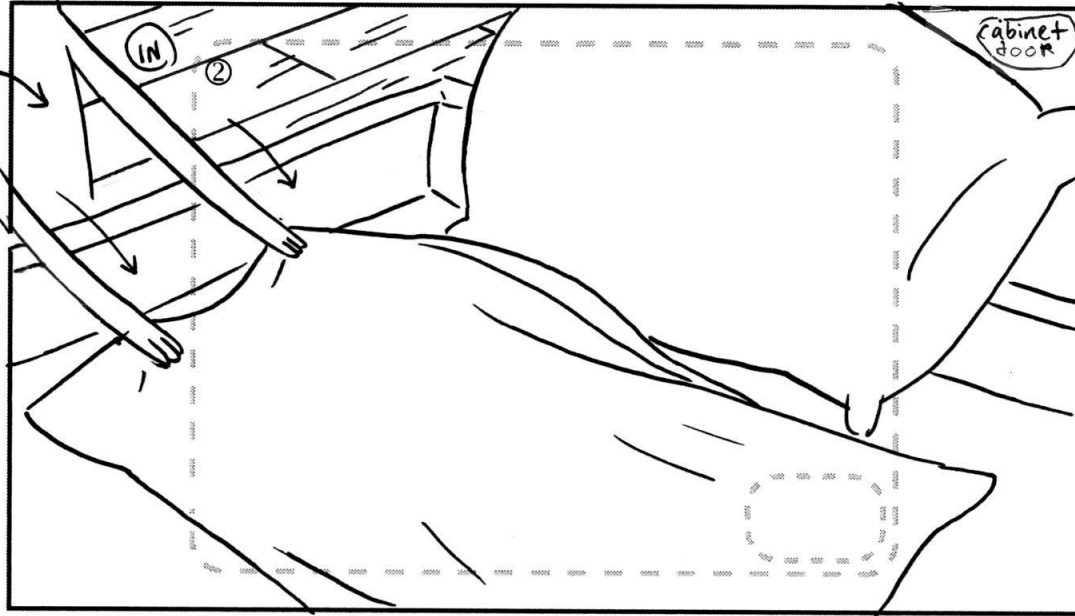
Page **37**
day night

Sc. 34

Pnl. A

Bg.

day night

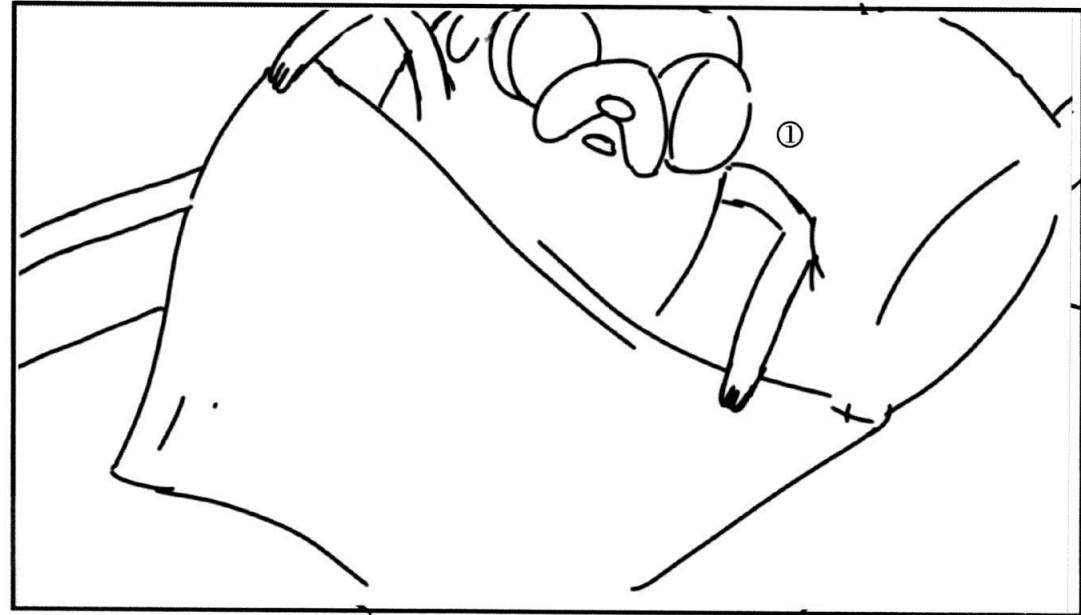


Sc. 34 *cont*

Pnl. B

Bg.

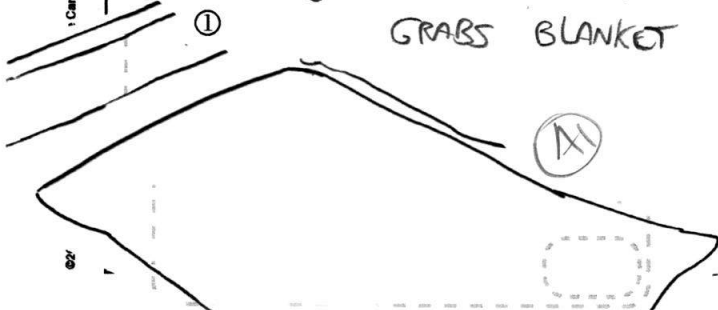
day night



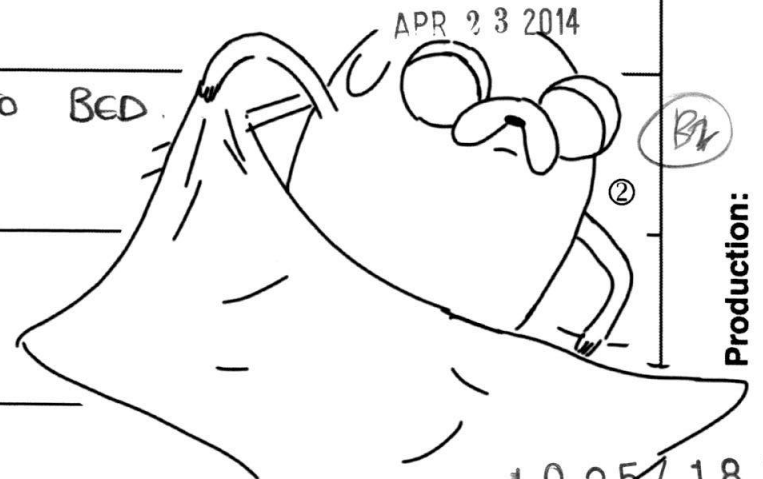
Dialog:

Action:

-J REACHES ON/S. AND GRABS BLANKET



-J. GETS INTO BED.



Production:

EPISODE #

1025-181

1025/181

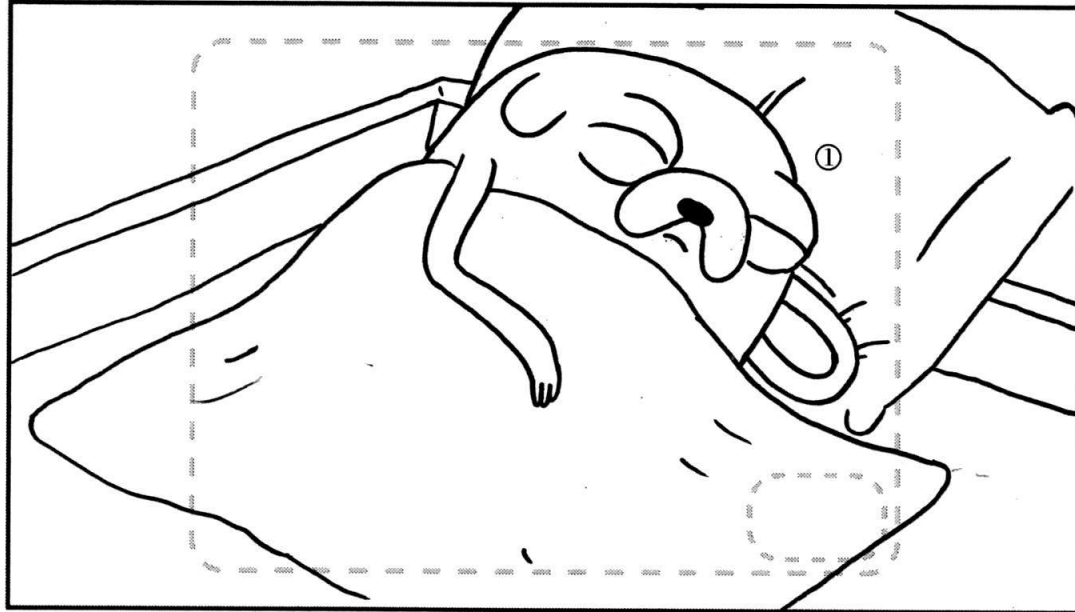
1025/181

ADVENTURE TIME



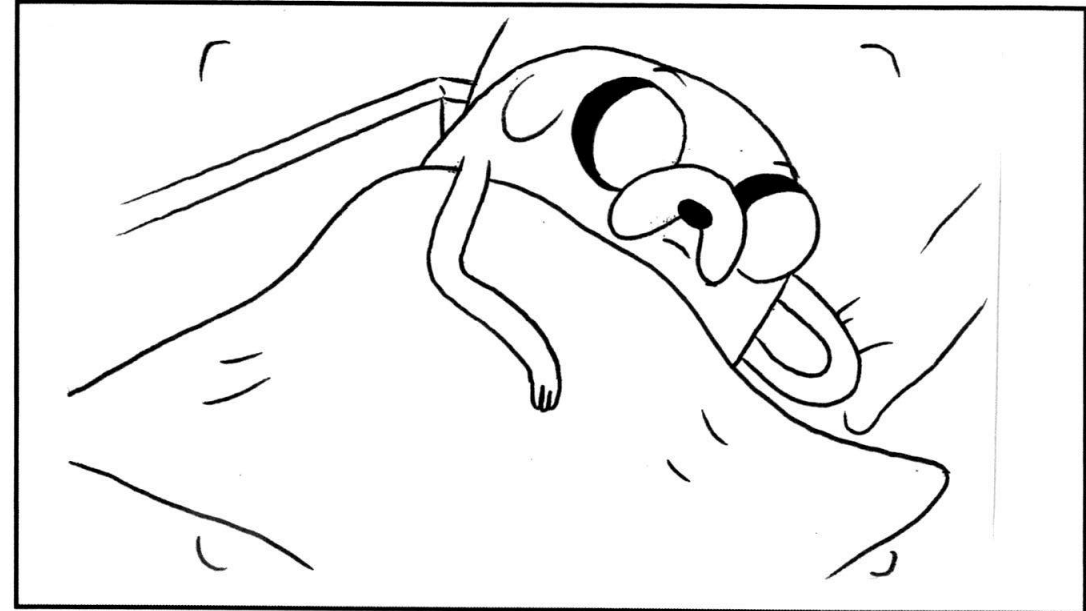
Sc. 34 *cont* Pnl. C

Bg. day night



Sc. 34 *cont* Pnl. D

Bg. day night



Dialog:

J: [SLEEP]

sfx (O.S.) rattling

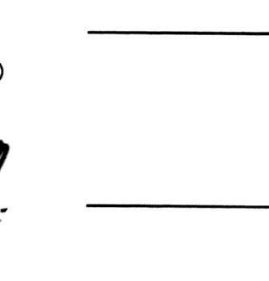
Action:

(1) (Jake sleeps for a beat)

-J's Eyes pop open

APR 23 2014

Timing:



EPISODE #

1025-181

1025/181

Production:

1025/181

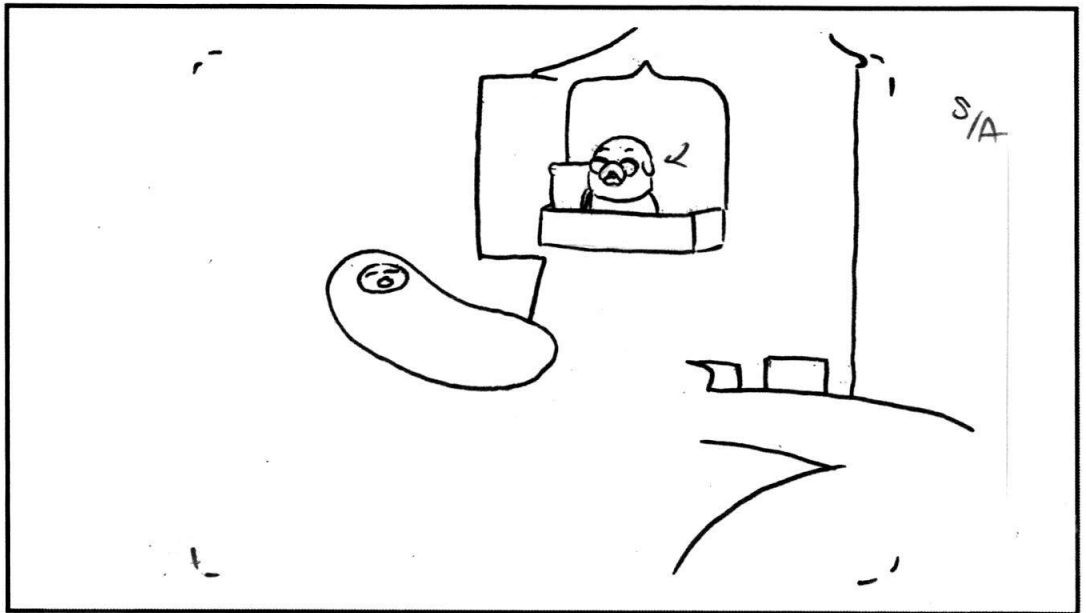
ADVENTURE TIME



Sc. 35 Pnl. A Bg. day night



Sc. 35 CONT Pnl. B Bg. day night



Dialog:	
<u>SFX</u> (NOISE continues) <u>F:</u> 2222...	<u>J:</u> FINN, was that you?
Action:	-J. SITS UP.
Timing:	



APR 23 2014

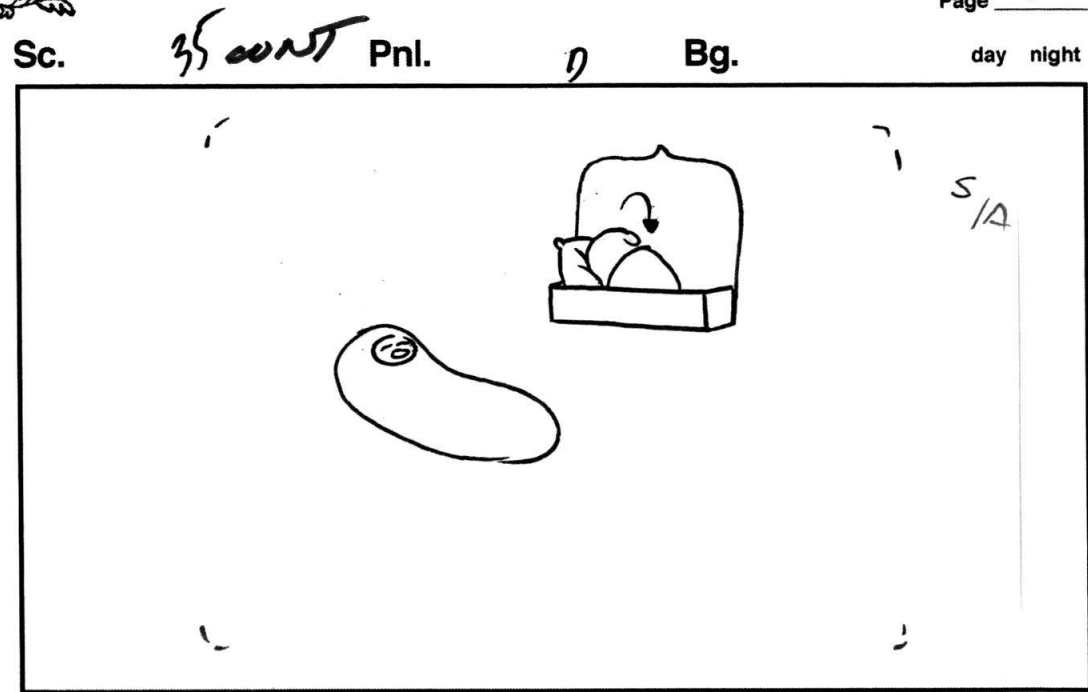
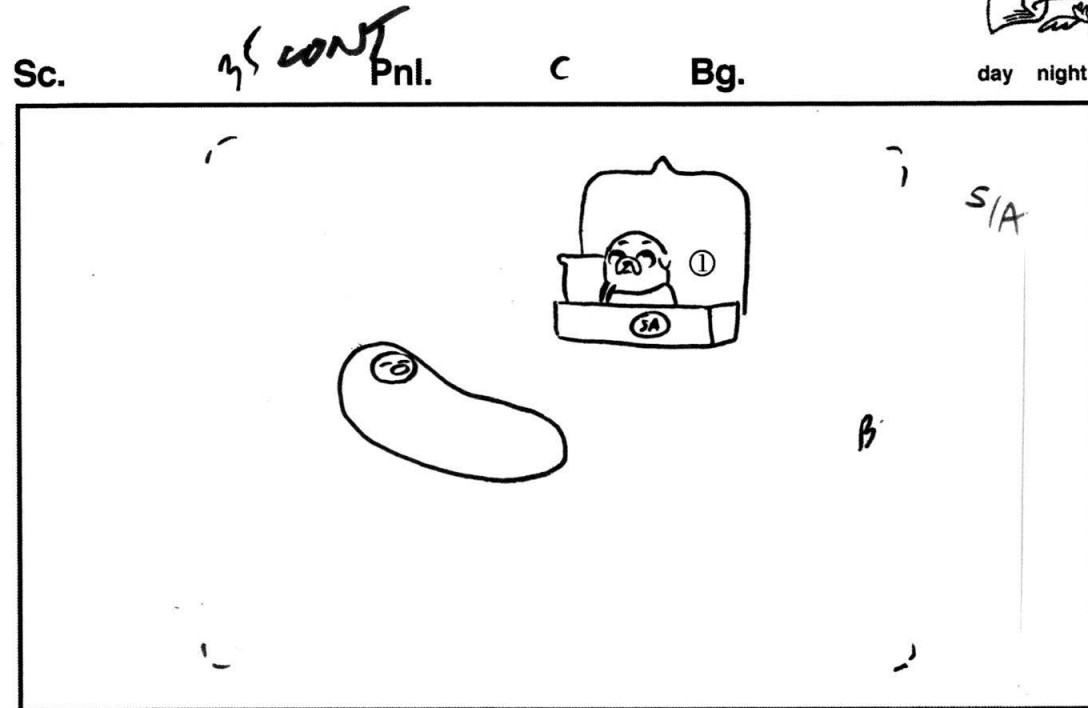
EPISODE # 1025-181
1025/181
Production:

1025/181

ADVENTURE TIME



Page **40**



Dialog:

(BEAT)
FINN [snores] ~~~~~>

J: Probably just BMO or something ...

Action:

- F. CONTINUES SLEEPING.

- J. ROLLS OVER AGAIN.

APR 23 2014

Timing:



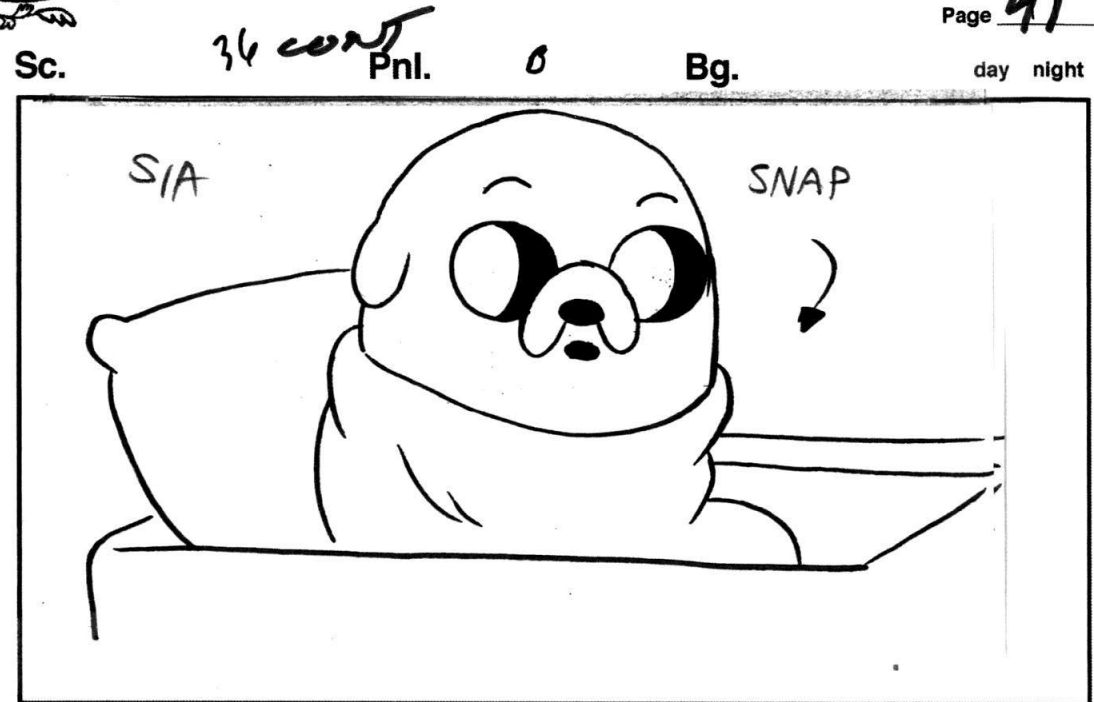
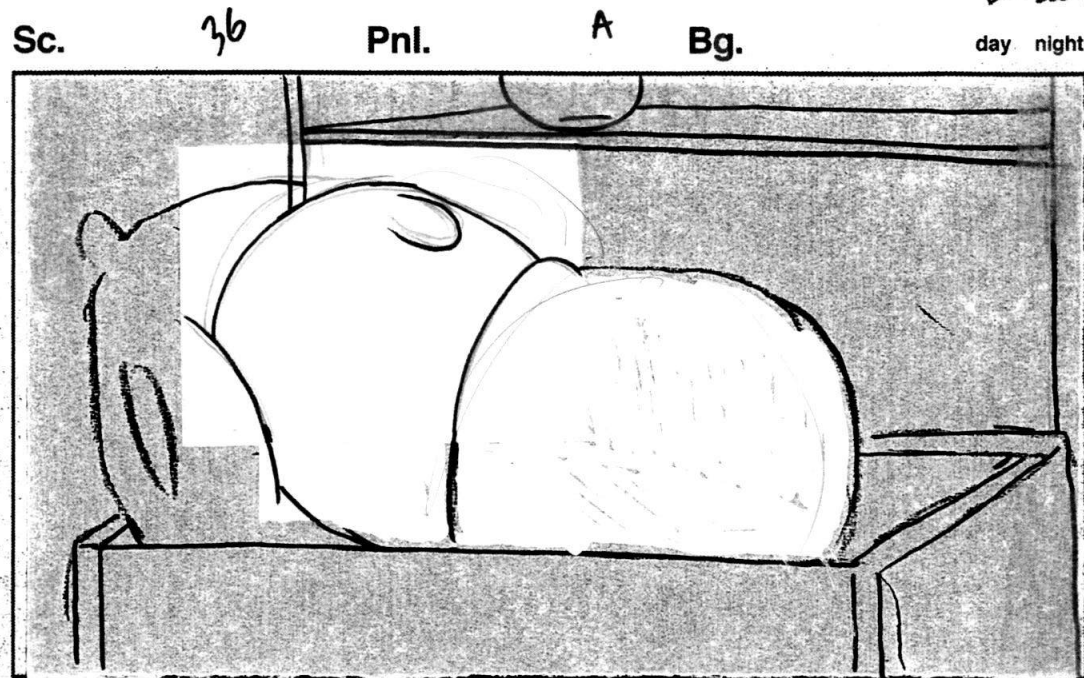
EPISODE #
1025-181

1025/181

Production:

1025/181

ADVENTURE TIME



Dialog:

SFX: (o/s) * HAUNTING 30s JAZZ ON A VICTROLA * —————

Action:

— Jake pops up and turns.

APR 23 2014

Timing:

EPISODE #

1025-181

1025/181

Production:

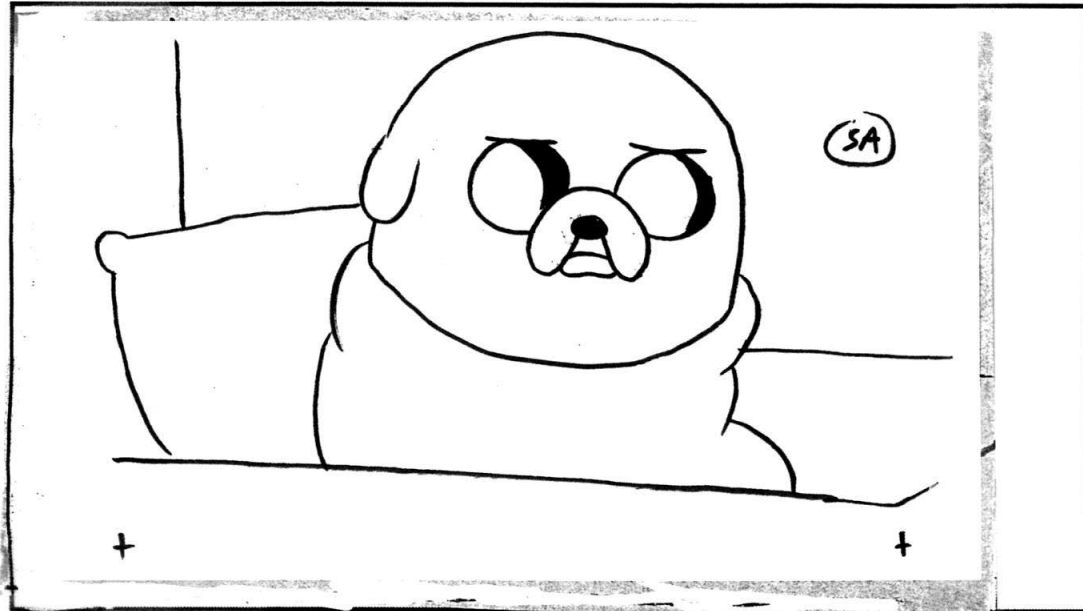
1025/181

ADVENTURE TIME

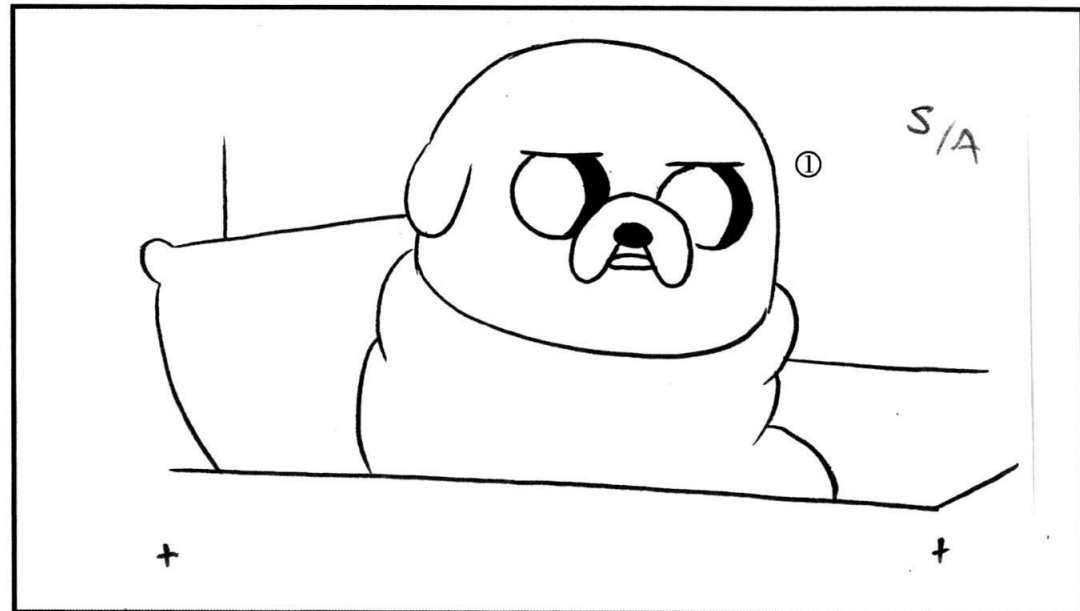


Page 42

Sc. 36 cont Pnl. C Bg. day night



Sc. 36 cont Pnl. D Bg. day night



Dialog:

J: That's weird...

Action:

Timing:

J: (suspicious) BMO doesn't like 30's jazz...

APR 23 2014



EPISODE #

1025-181

1025/181

Production:

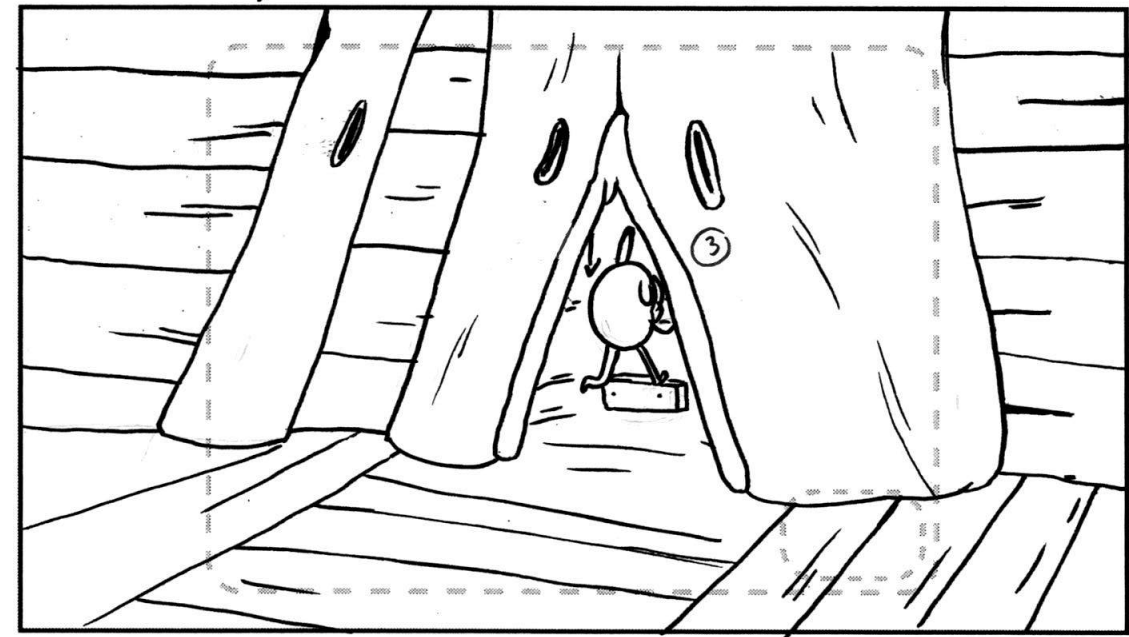
1025/181

ADVENTURE TIME

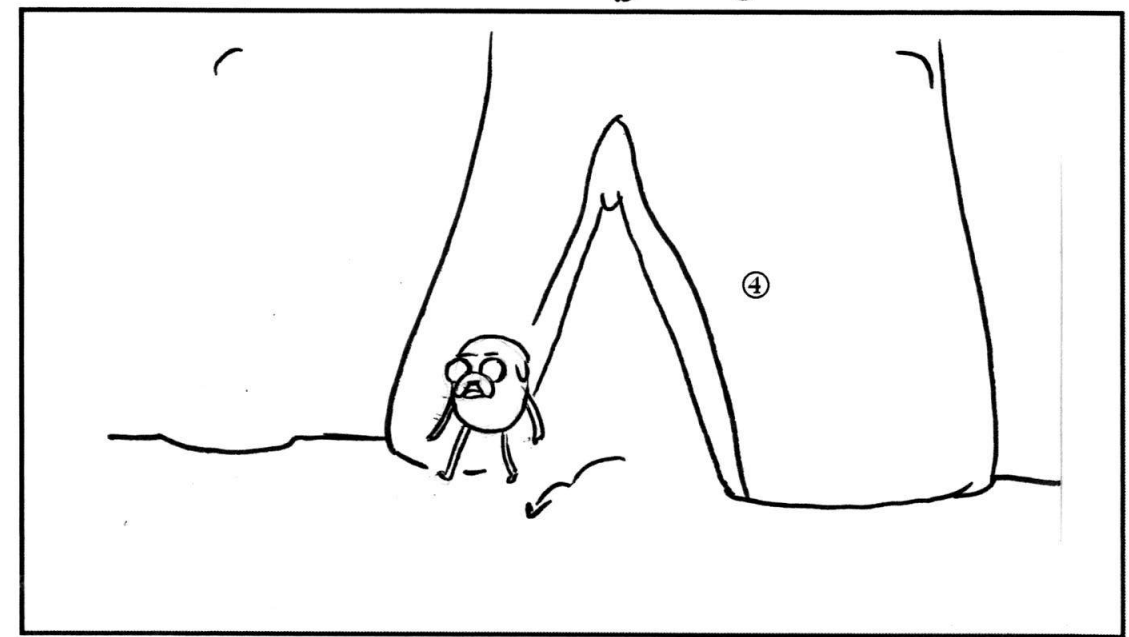


Page **43**

Sc. **37** Pnl. **A** Bg. **day night**



Sc. **37 cont** Pnl. **B** Bg. **day night**



<p>Dialog:</p> <p><i>SFX: (music in bg)</i></p>	
<p>Action: - Jake climbs down stairs</p>	
<p>Timing:</p>	<p>AL - JAKE WALKS AWAY</p> <p>APR 23 2014</p>

1025/181

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EPISODE # **1025-181**

1025/181

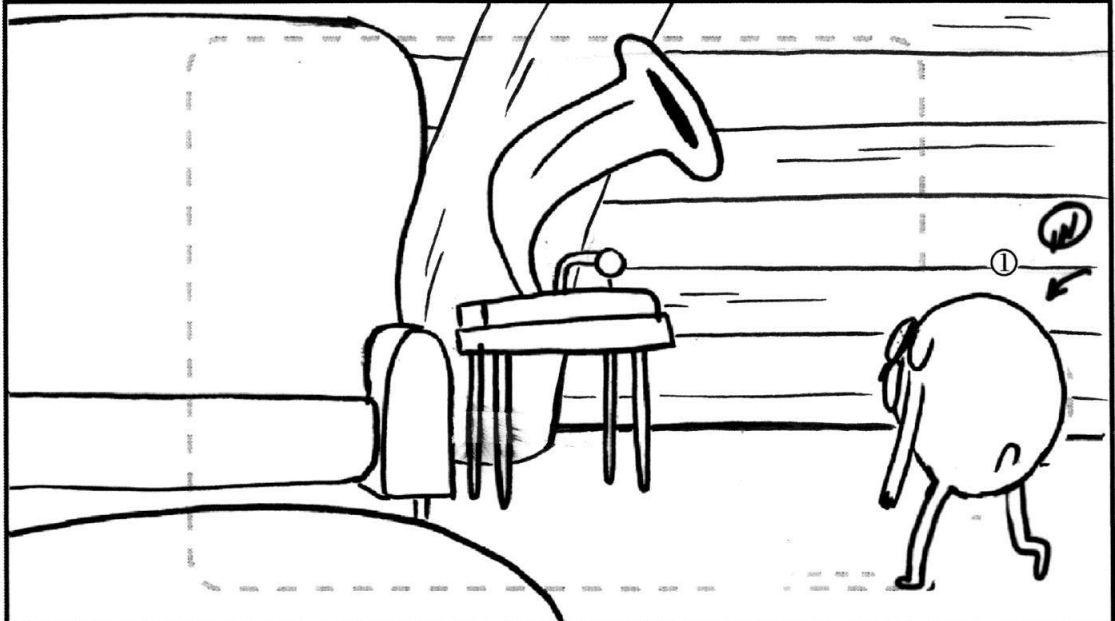
Production:

1025/181

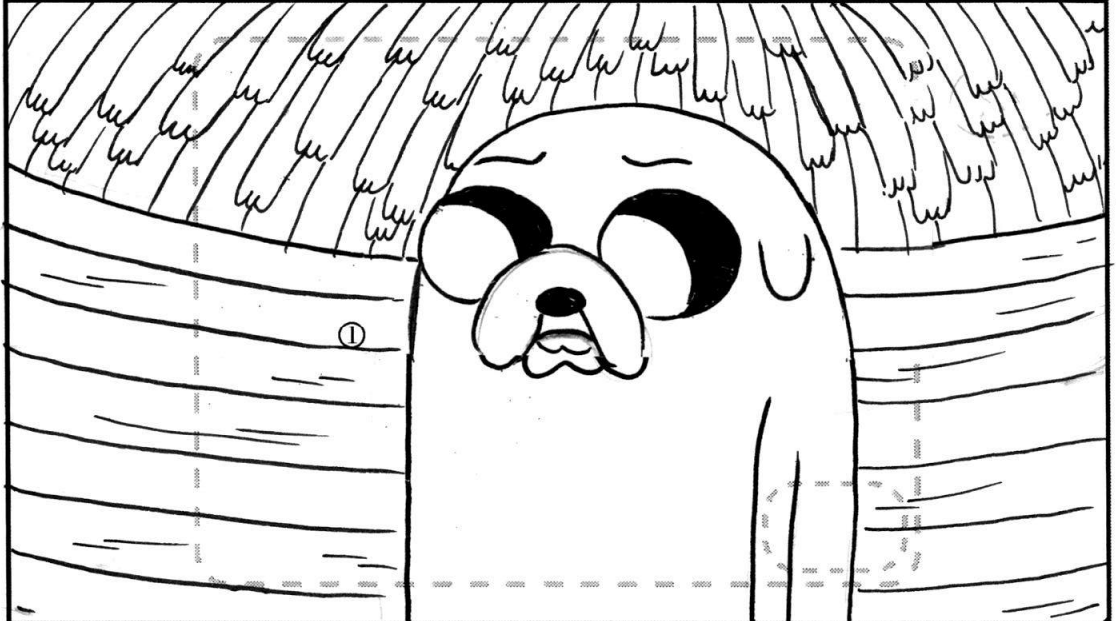
ADVENTURE TIME



Sc. 38 Pnl. A Bg. day night



Sc. 39 Pnl. A Bg. day night



Dialog:

♪ 30s JAZZ

Action:

- J. WALKS ON/IS AND STOPS IN FRONT OF VICTROLA

Timing:

J: Yeesh... creepy...

APR 23 2014

1025/181

EPISODE # 1025/181 1025-181
Production:

1025/181

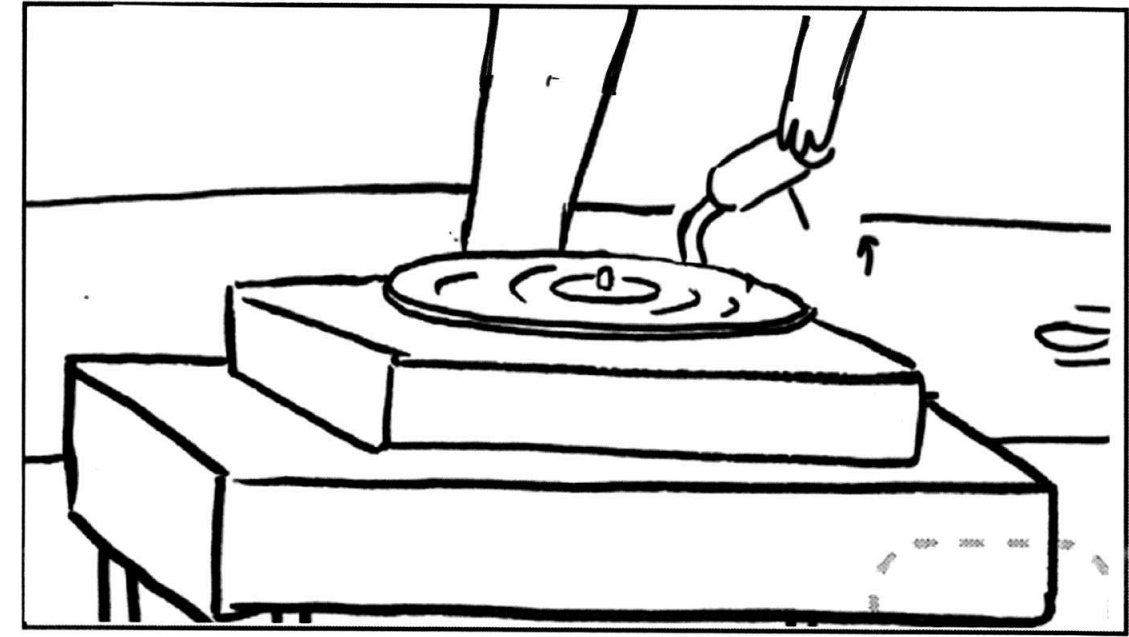
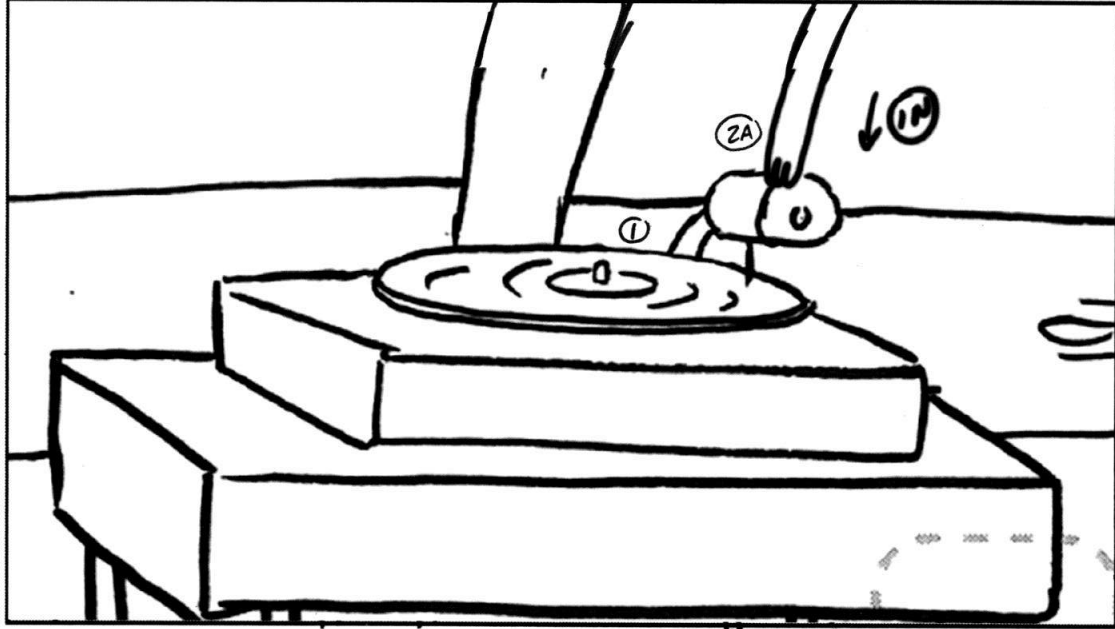
ADVENTURE TIME



Page 45

Sc. 40 Pnl. A Bg. day night

Sc. 40 cont Pnl. B Bg. day night



Dialog:	<u>SFX</u> : (music)	
Action:	- record spins	- Jake lifts needle
Timing:		

APR 23 2014

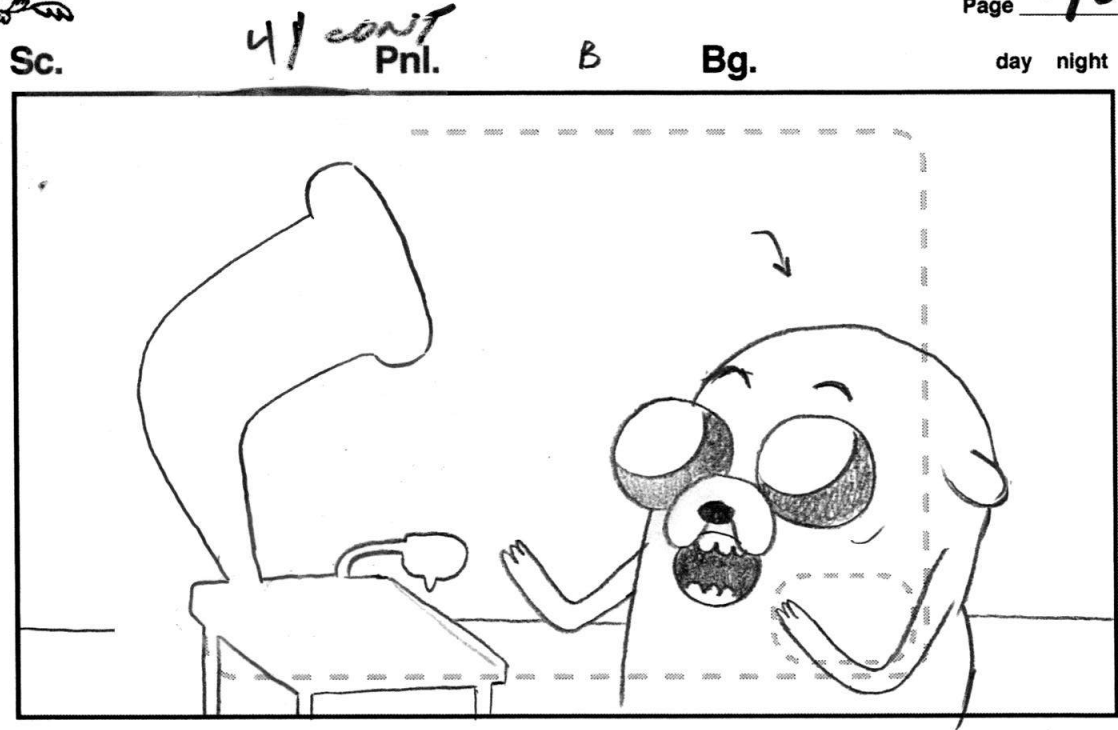
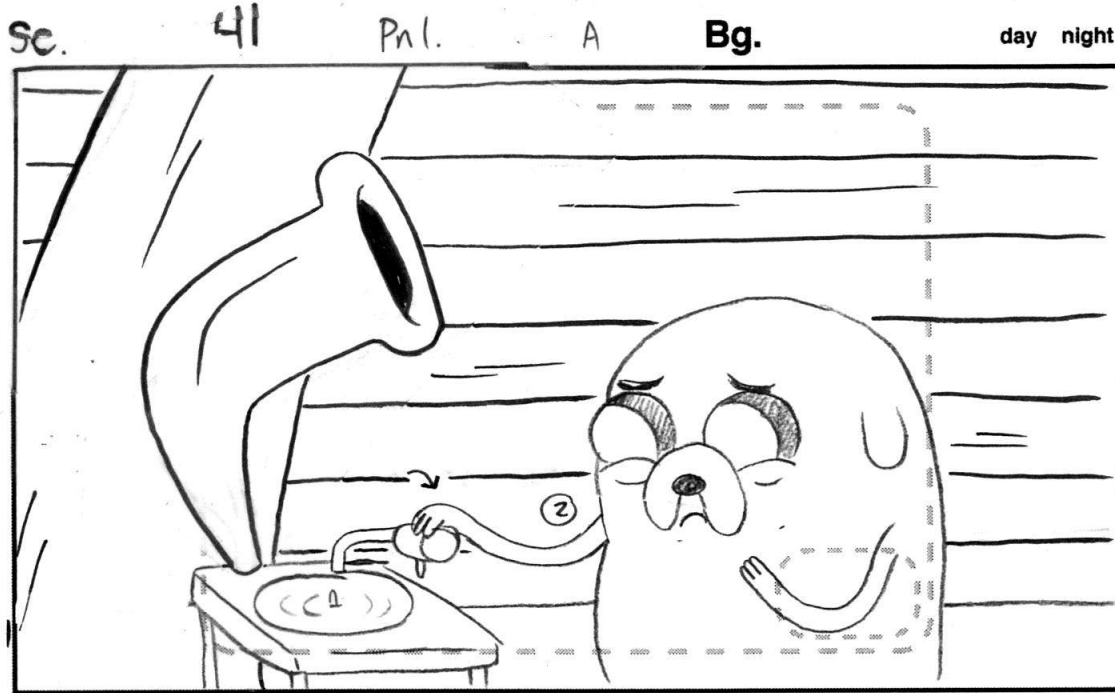
1025/181

EPISODE # 1025-181

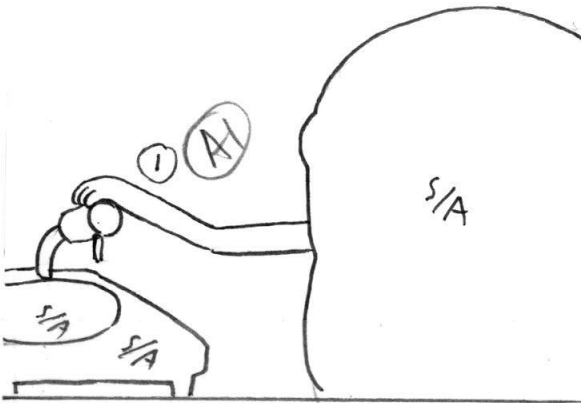
Production:

1025/181

ADVENTURE TIME



Dialog:



Jake: <gasp>

SEX: *CYMBALS CLASH*

— JAKE LEAN
BACK SHOCKING



APR 23 2014

Production:

EPISODE #

1025-181

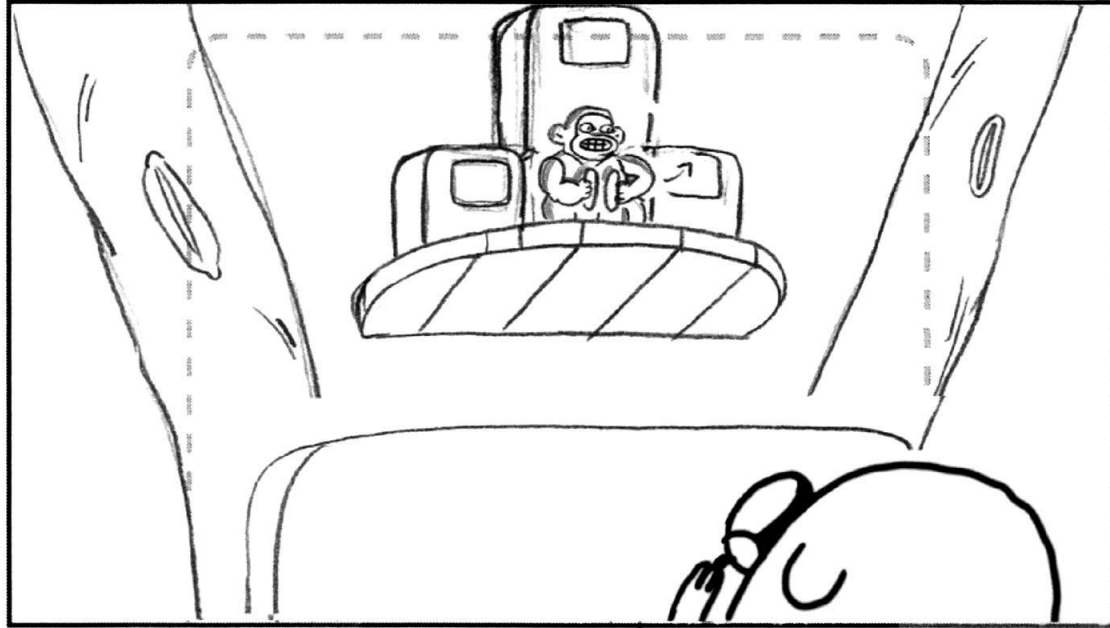
1025/181

ADVENTURE TIME

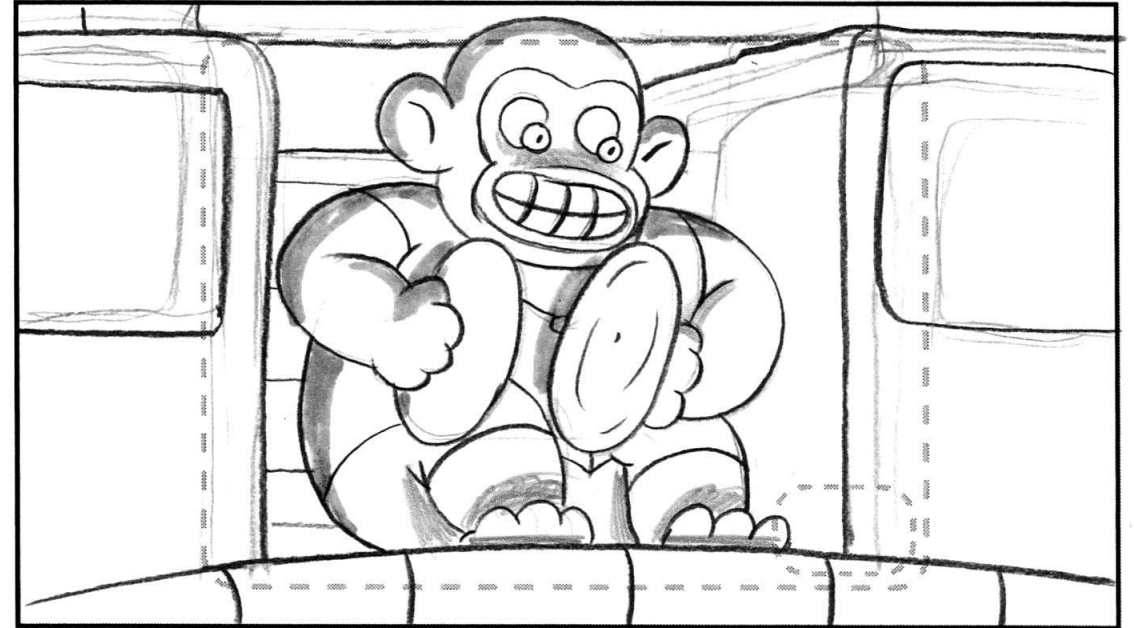




Page **47**

Sc. **42** Pnl. **A** Bg. day night



Sc. **43** Pnl. **A** Bg. day night



Dialog:		<i>sfx: (symbols clanging quickly)</i>	
Action:		- TOY MONKEY PLAYS CYMBALS.	
Timing:			
			AI APR 23 2014

EPISODE #

1025-181

1025/181

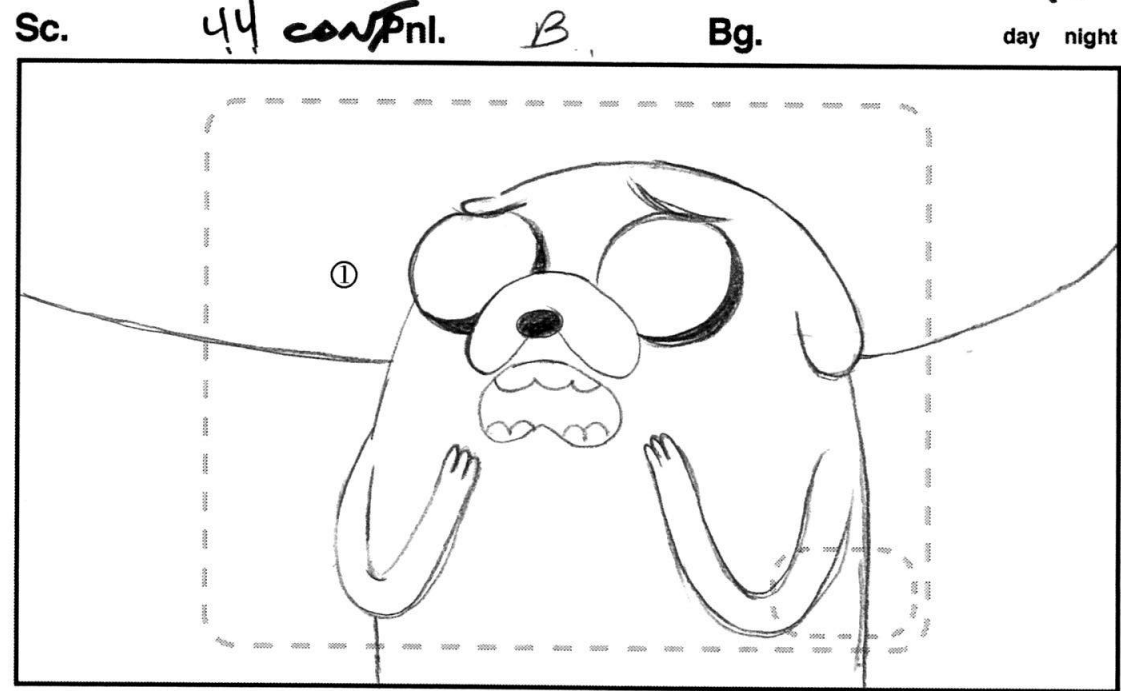
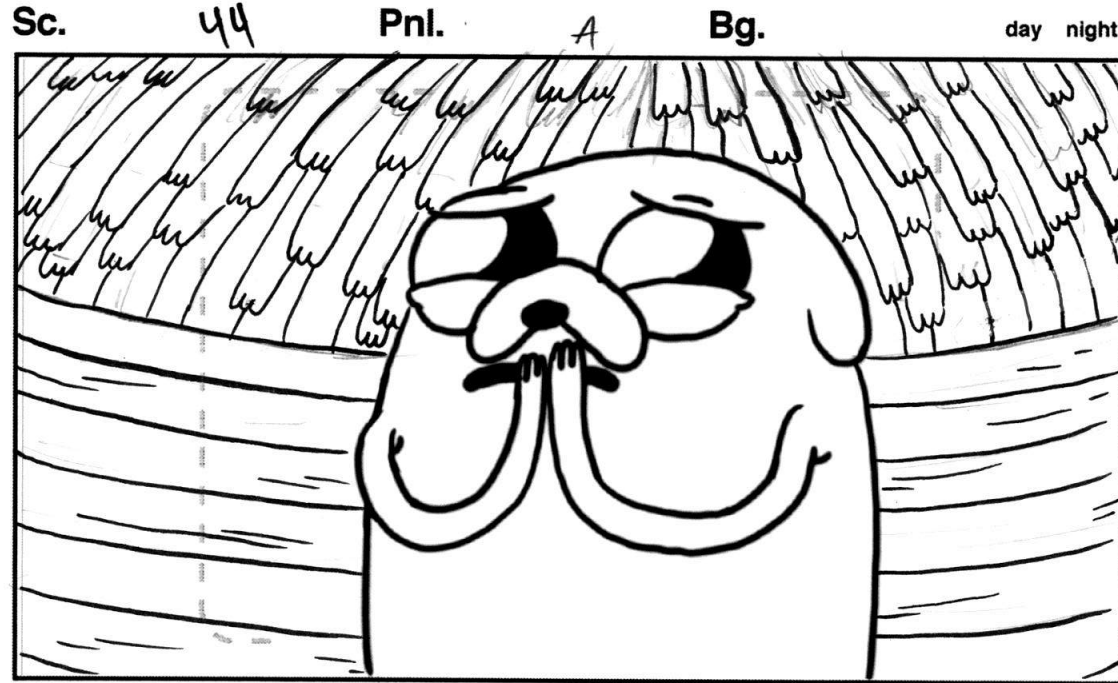
Production:

1025/181

ADVENTURE TIME



Page 48
day night



<p>Dialog:</p> <p>Action:</p> <p>Timing:</p>	<p><u>J</u> I didn't know we had one of those..</p> <p><u>GHOST FLY (O.S.)</u> WOOW</p> <p style="text-align: right;">APR 23 2014</p>
---	---

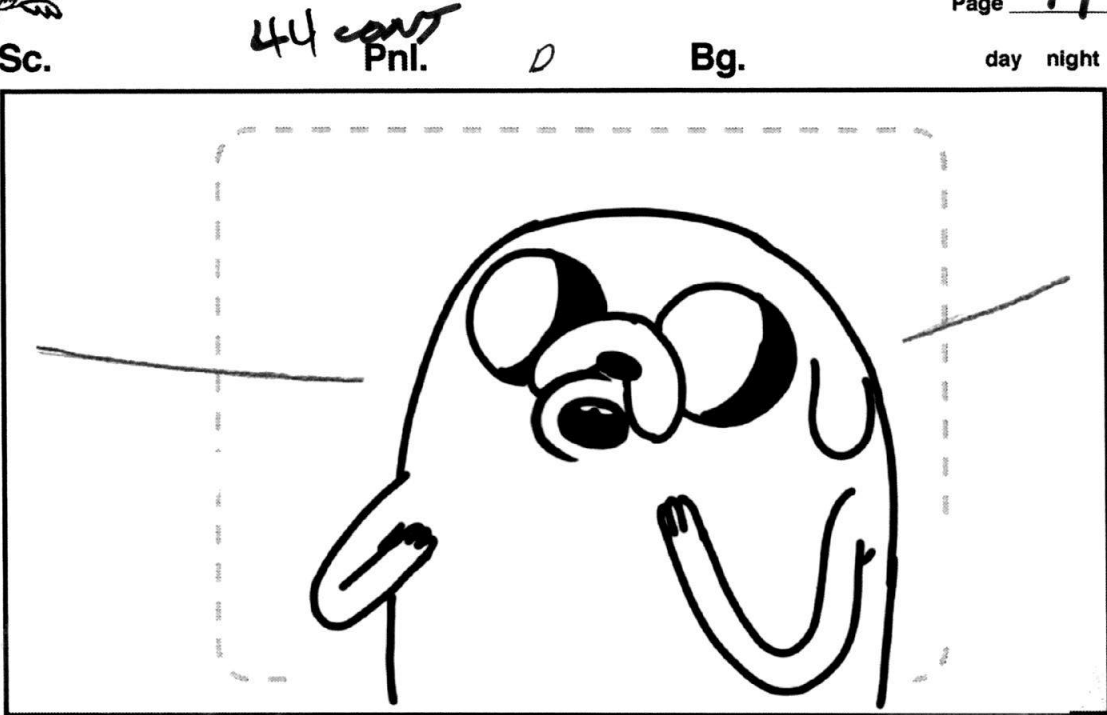
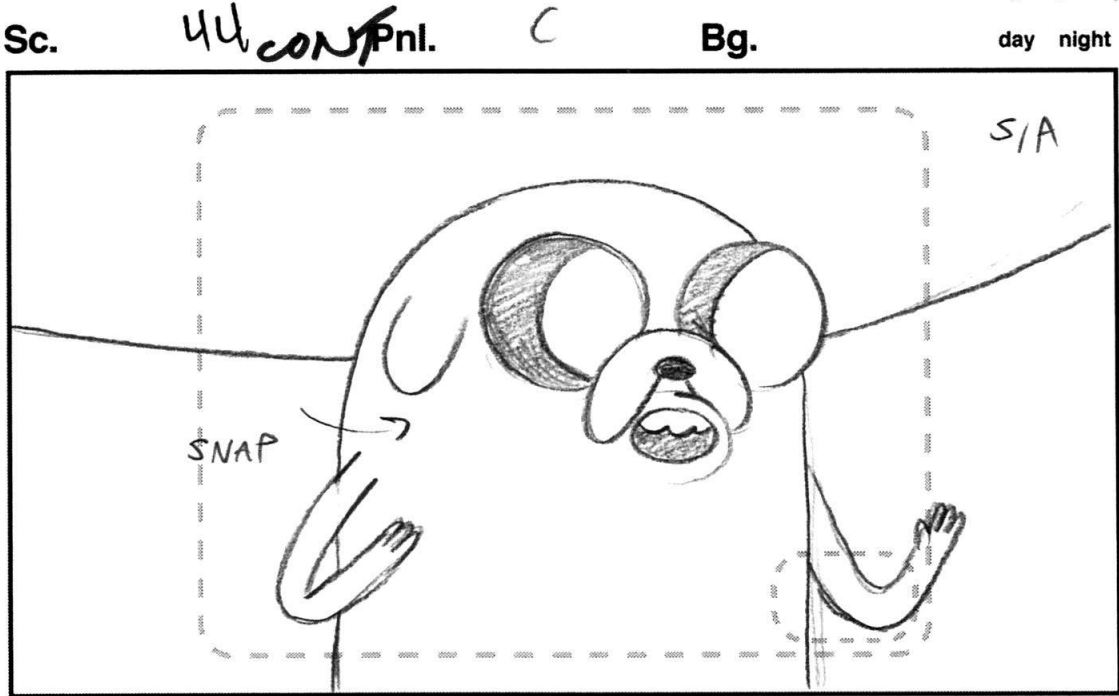
EPISODE # 1025-181

1025/181

Production:

1025/181

ADVENTURE TIME



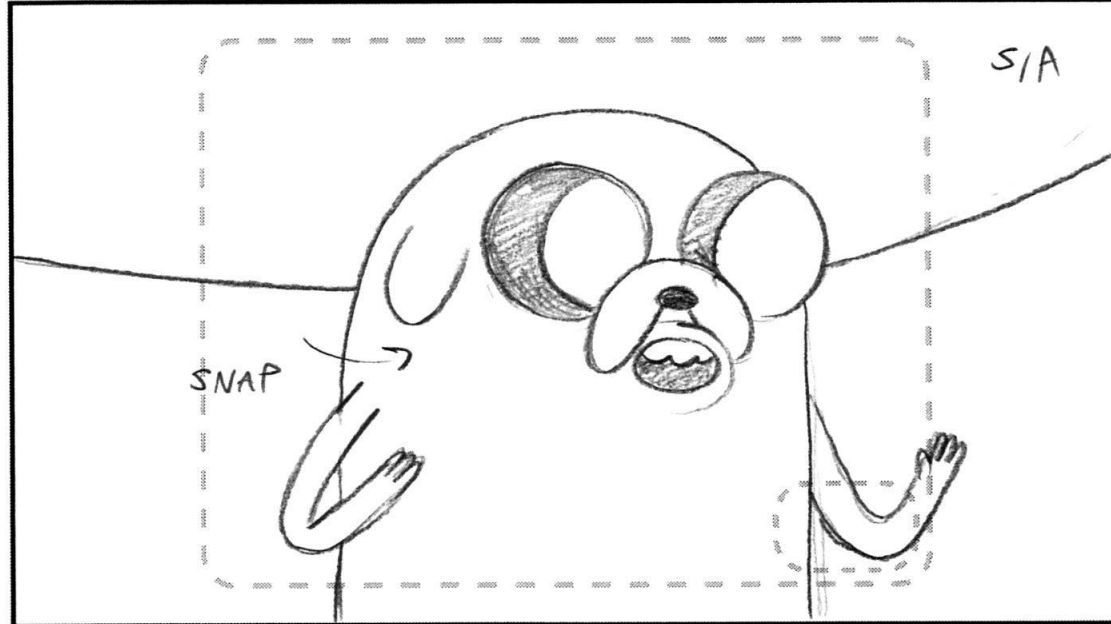
Dialog:	Jake: <panting> (o/s) (Gf:) WBOO...
Action:	- JAKE WHIPS TO LOOK AT SOURCE OF SOUND APR 28 2011
Timing:	

ADVENTURE TIME

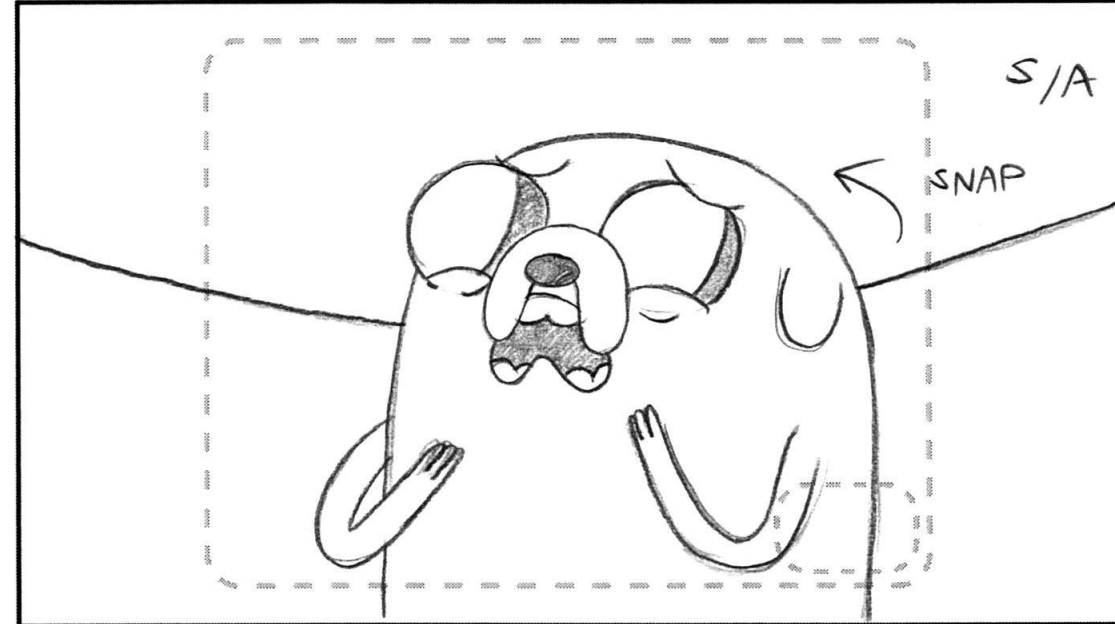


Page **50**

Sc. **44 cont** Pnl. **E** Bg. day night



Sc. **44 cont** Pnl. **F** Bg. day night



Dialog:

JAKE: <PANTING>

Action:

-J whips an another direction

APR 28 2011

Timing:

EPISODE # 1025-181

1025/181

Production:

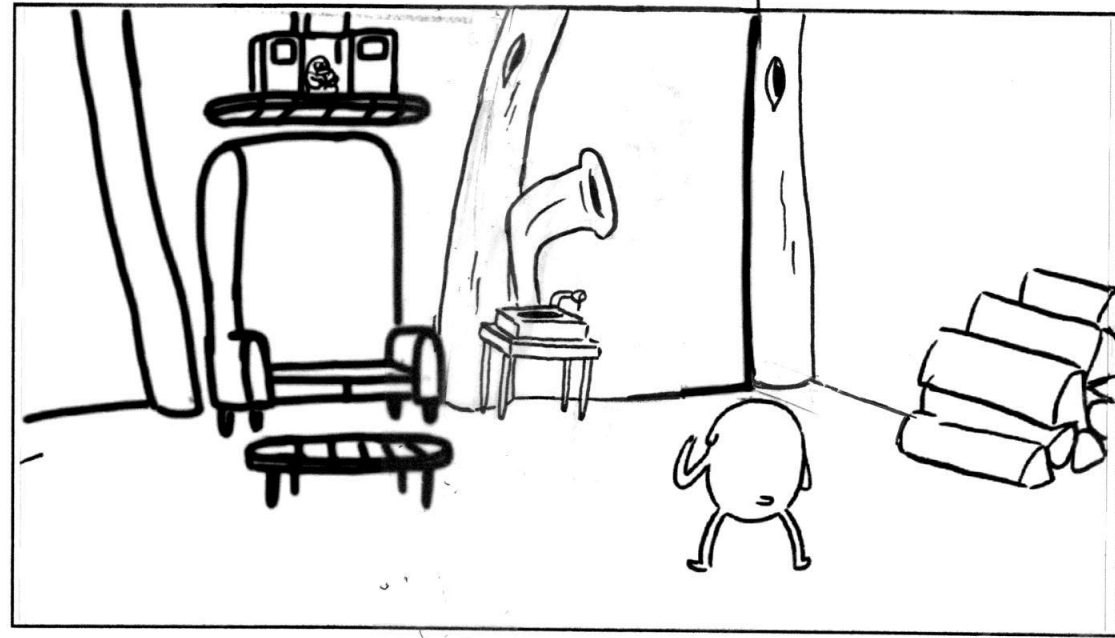
1025/181

ADVENTURE TIME

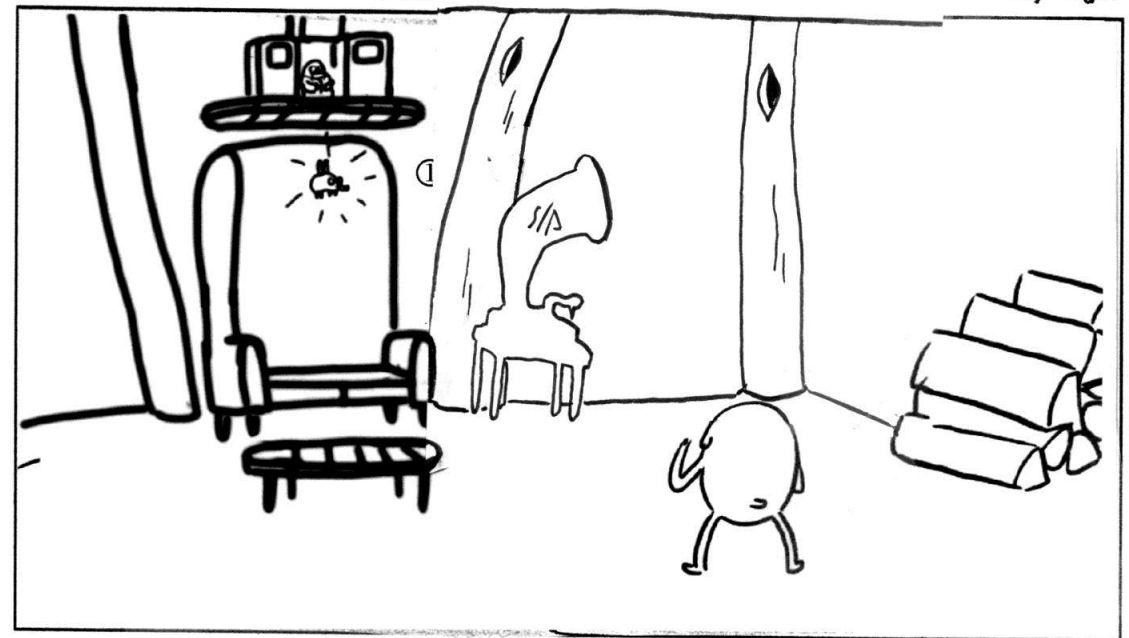


Page 51

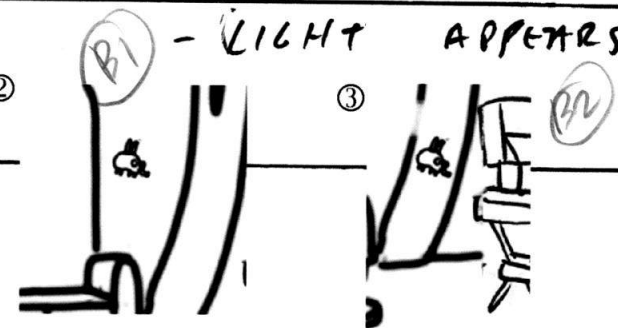
Sc. u5 Pnl. A J. day night



Sc. u5 cont Pnl. B day night



Dialog:	(6F:) (O.S.) woo woo ...
Action:	② (B1) - LIGHT APPEARS FROM WALL ③ (B2)
Timing:	APR 23 2014



EPISODE # 1025-181
1025/181
Production :

1025/181

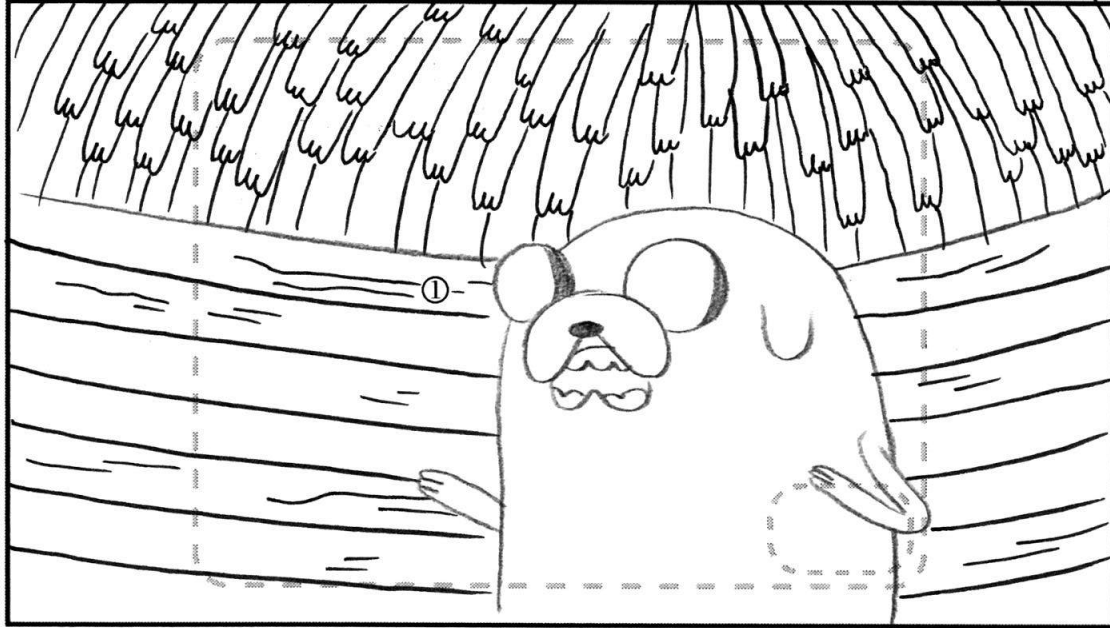
1025/181

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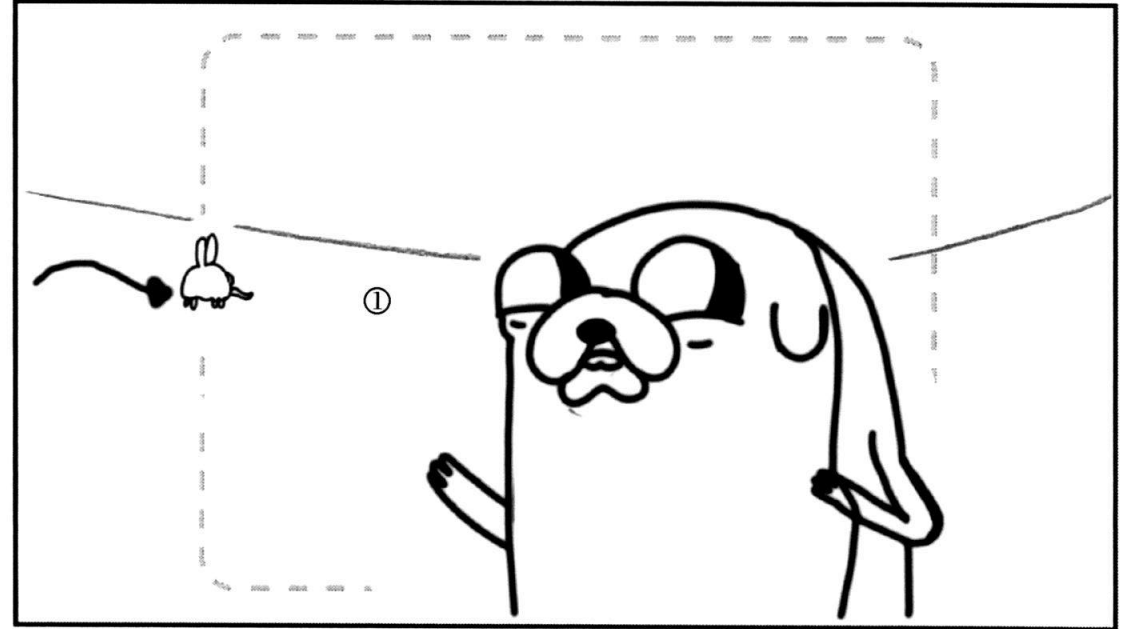
ADVENTURE TIME



Sc. 46 Pnl. A Bg. day night



Sc. 46 cont Pnl. 6 Bg. day night



Dialog:

Action:

Timing:

J: EHHHH



GF: woo-woo...

-fly glows, moves closer to Jake...



APR 23 2014

APR 3 2014

Production:

EPISODE #

1025/181 1025-181

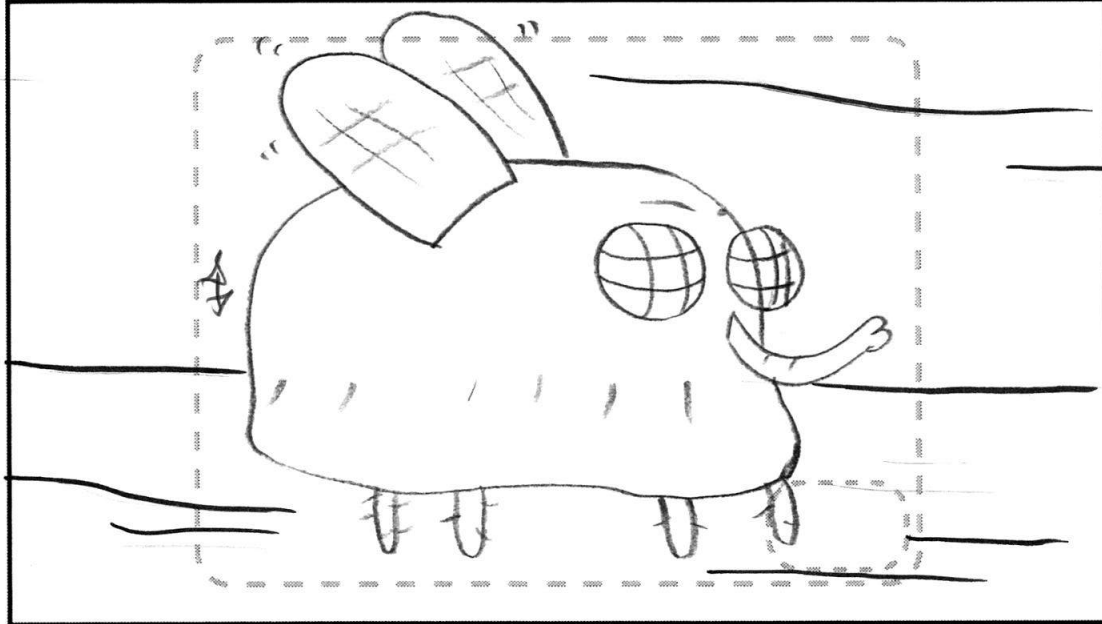
1025/181

ADVENTURE TIME

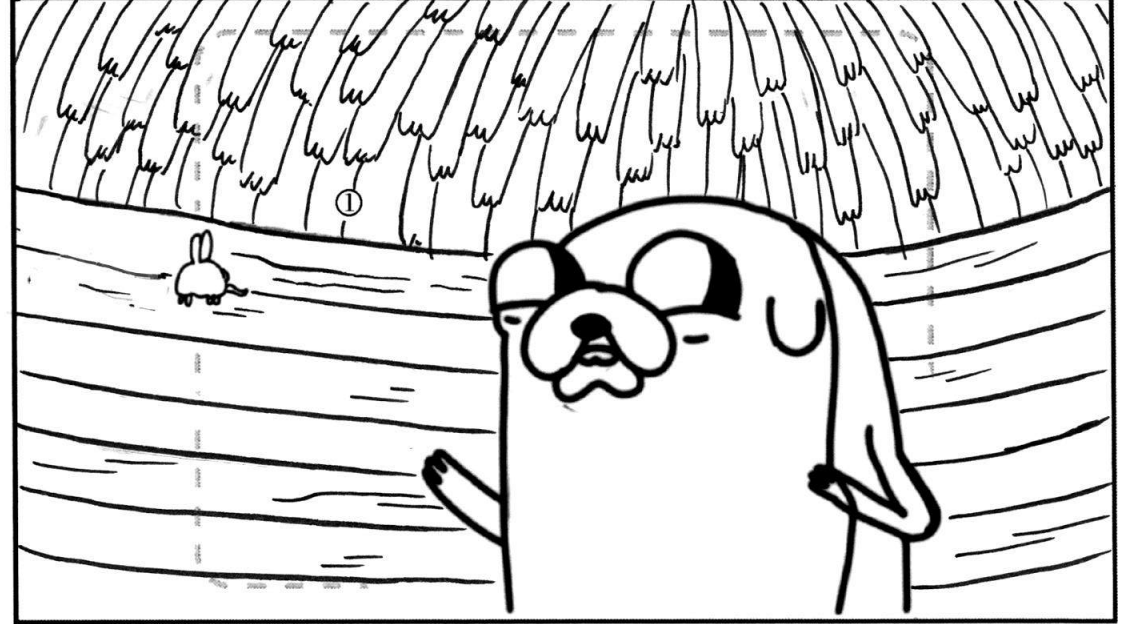


Page **53**

Sc. **47** Pnl. **A** Bg. day night



Sc. **48** Pnl. **A** Bg. day night



Dialog:

GF: WOOO...

Action:

Ghost fly's wings flap
ghost fly flaps a little.

Timing:

J: HEY...



APR 23 2014

EPISODE # **1025-181**

Production:

1025/181

1025/181

1025/181

ADVENTURE TIME



Sc.

48 cont Pnl.

B

Bg.

day night

Sc.

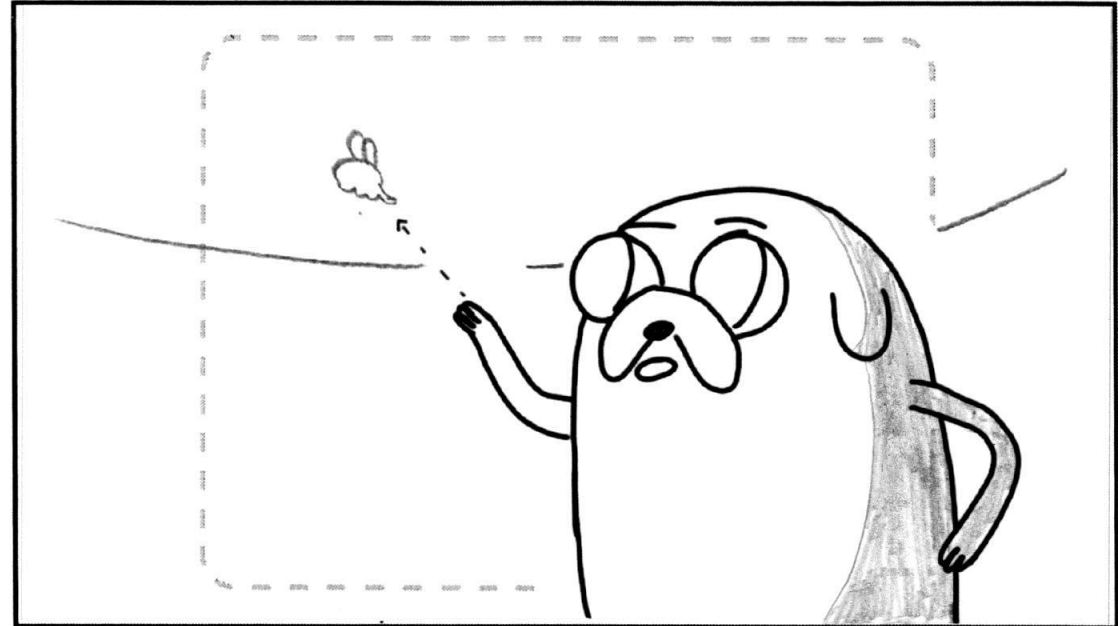
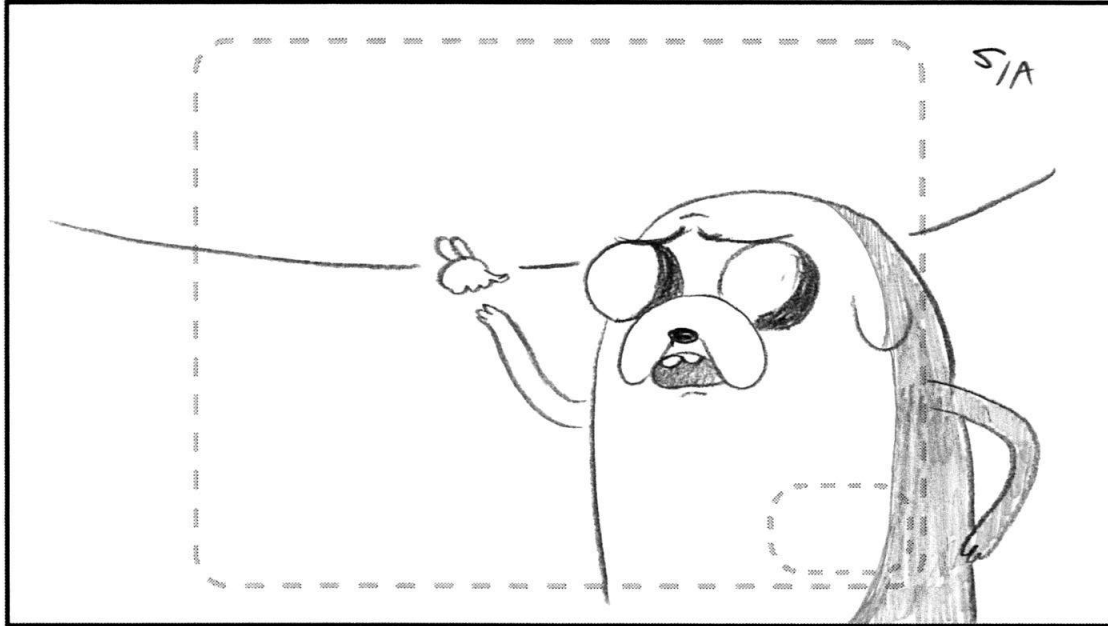
48 cont Pnl.

C

Bg.

Page

54
54A NEXT
day night



Dialog:

J: I killed you...

SFX: *ZZZ*

Action:

Remit d Glow grows
Brighter

Fly buzzes around Jake
aggressively
APR 23 2014

Timing:

EPISODE #

1025-181

1025/181

Production:

1025/181

ADVENTURE TIME



Sc.

48 cont Pnl.

D

Bg.

day night

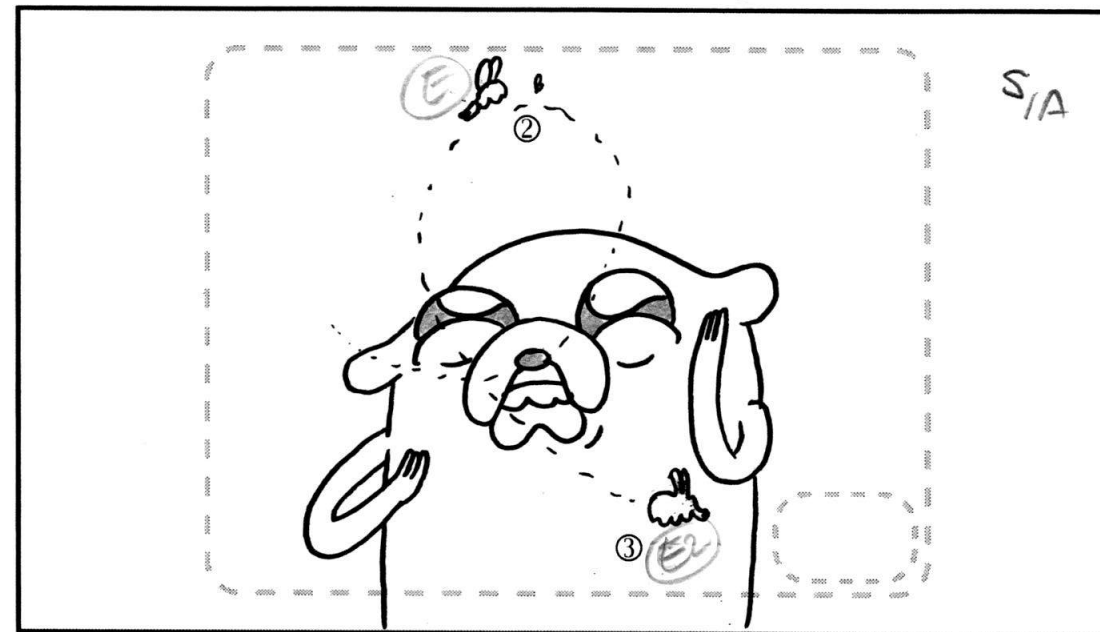
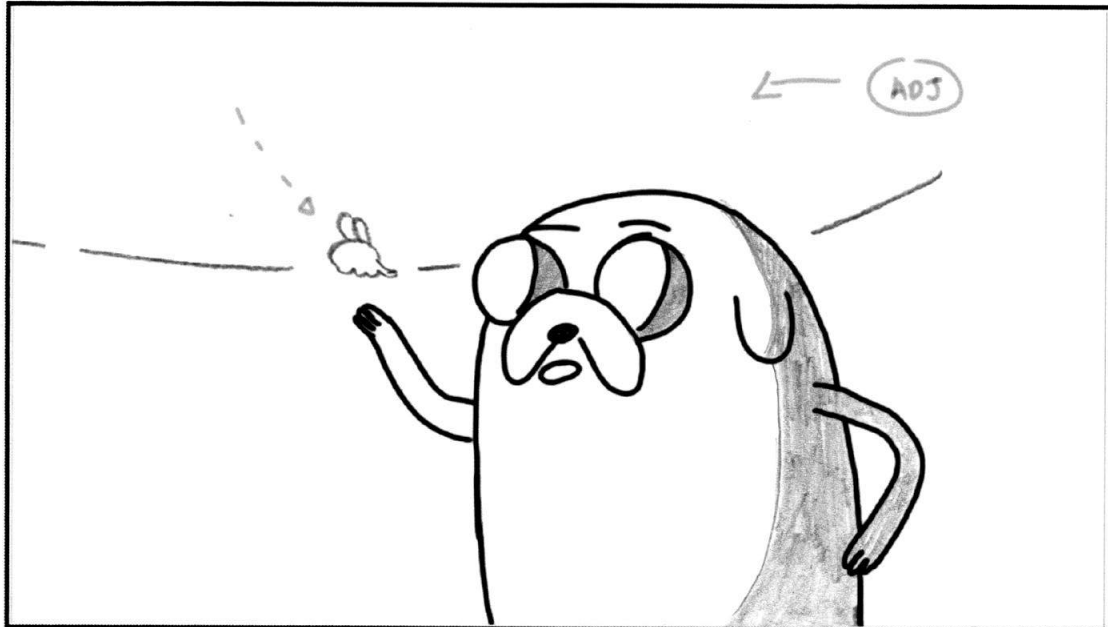
Sc.

48 cont Pnl.

E

Bg.

Page 54A
55 next
day night



Dialog:

Action:

Timing:

⑤ a h h h !
SFX: * z z z *
Rim lit &
Glow Fast
OFF w/ G.F.
Dive Down to Jake



Fly buzzes around Jake
aggressively
APR 23 2014

- RIM OFF in pnl E.

EPISODE #

1025-181

1025/181

Production:

1025/181

1025/181

ADVENTURE TIME



Page **55**

Sc.

48 *cont* Pnl.

F

Bg.

day night

Sc.

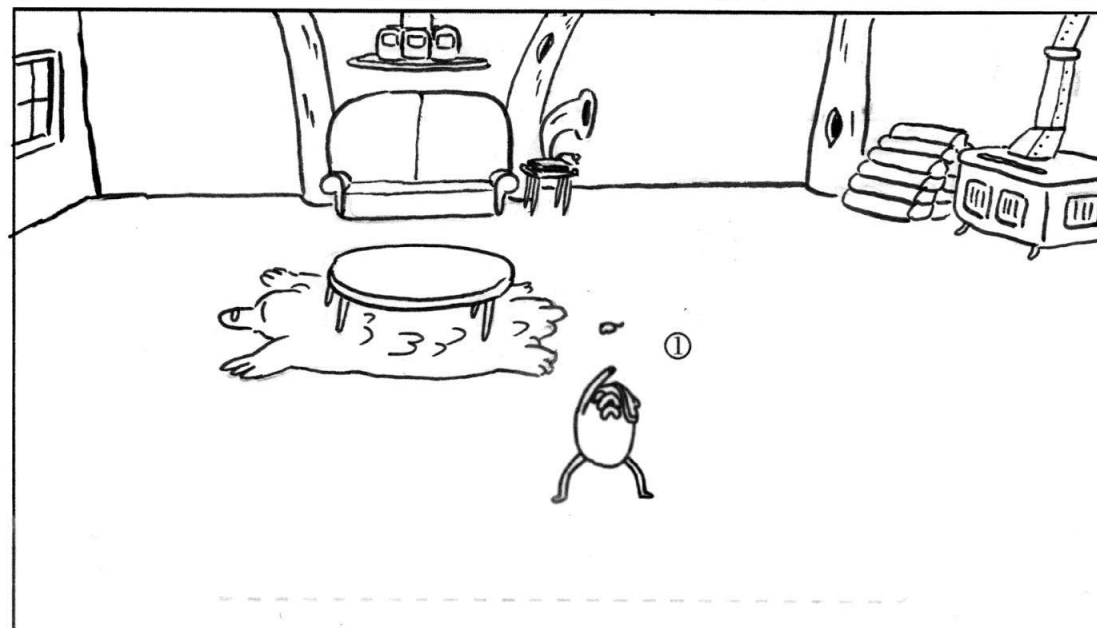
49

Pnl.

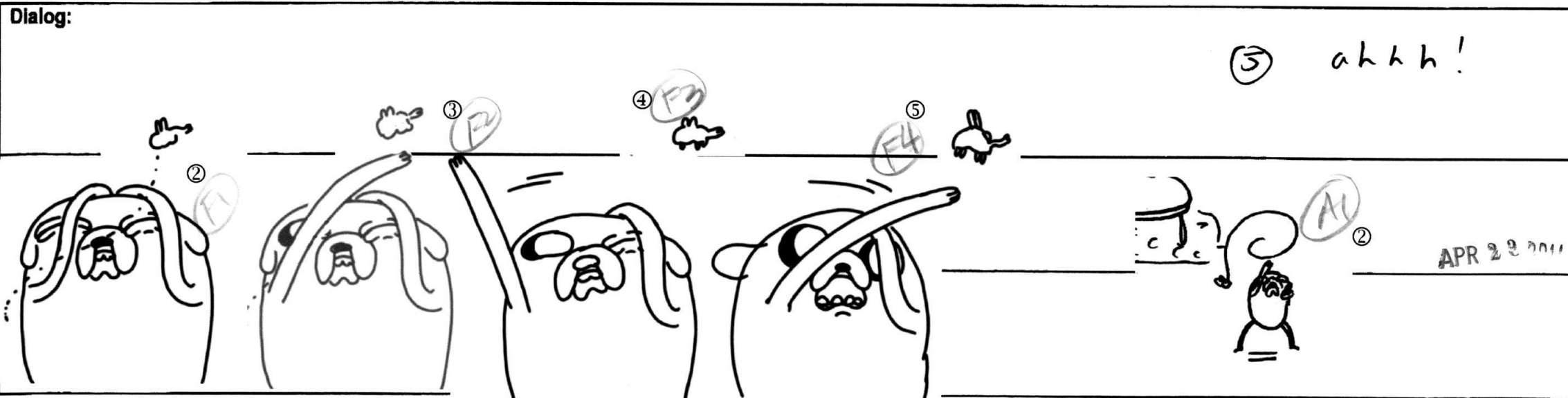
A

Bg.

day night



Dialog:



(5) *ahhh!*

APR 29 2011

Production :

EPISODE #

1025-181

1025/181

1025/181

ADVENTURE TIME



Page **56**

Sc.

49 const Pnl.

B

Bg.

day night

Sc.

49 const Pnl.

C

Bg.

day night

BG/SA



BG/SA



Dialog:

⑤ GHOST FLY TOUCHING ME!

Action:

- GHOST FLY CHASES



①



- GF CHASES J OFF/S.

APR 23 2014

Timing:

EPISODE #

Production :

1025-181

1025/181

1025/181

ADVENTURE TIME



Page **57**

Sc. 50

Pnl. A

Bg.

day **night**



Sc. 50 **CONT** Pnl. B

Bg.

day **night**



Dialog:

J: FINN!! FINN!!

(F) <SNORE> AHH!

Action:

- J. CLIMBS ON / S
- GF FOLLOWS CLOSE BEHIND
- F. SITS UP

Timing:



No
SC. 33

1025-181

EPISODE #

1025/181

APR 23 2014

Production :

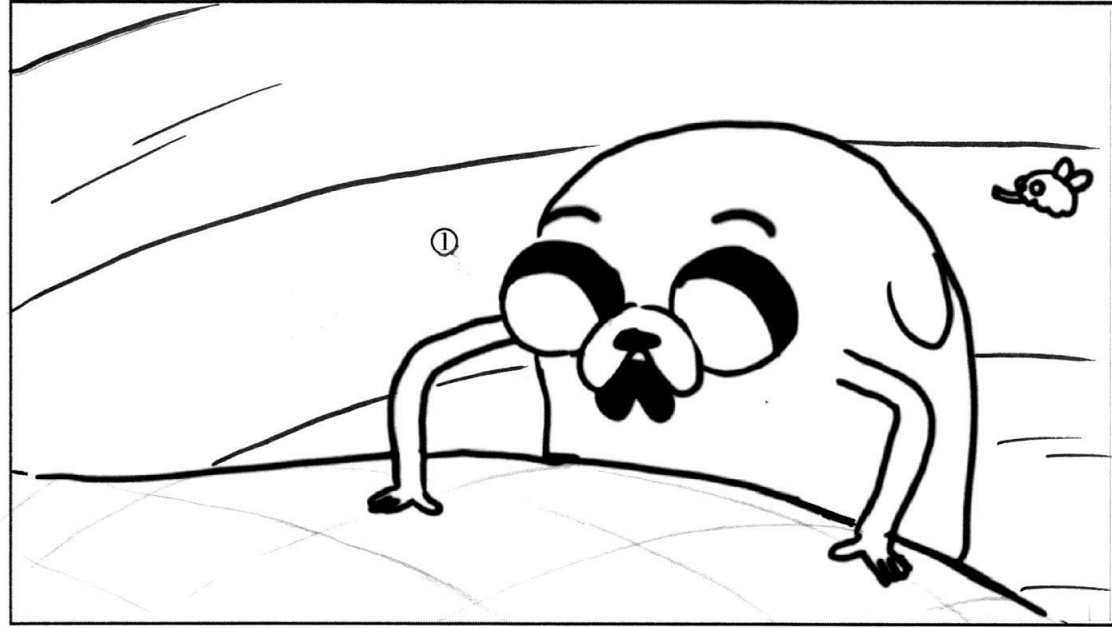
1025/181

ADVENTURE TIME



Page **58**

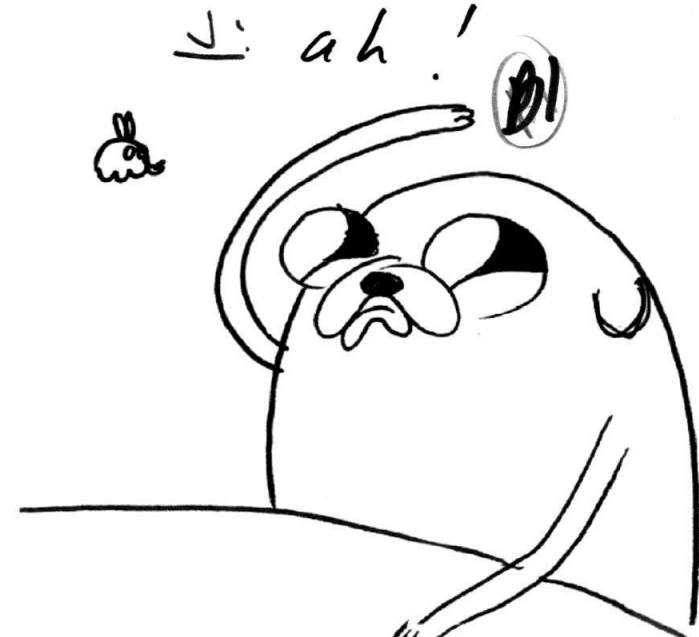
Sc. **51** Pnl. **A** Bg. day night



Sc. **51 cont** Pnl. **B** Bg. day night



Dialog:	⑤ Ghost fly, man!
Action:	- GF B
Timing:	



APR 23 2014

EPISODE # **1025-181**
 1025/181
 Production :
 1025/181

1025/181

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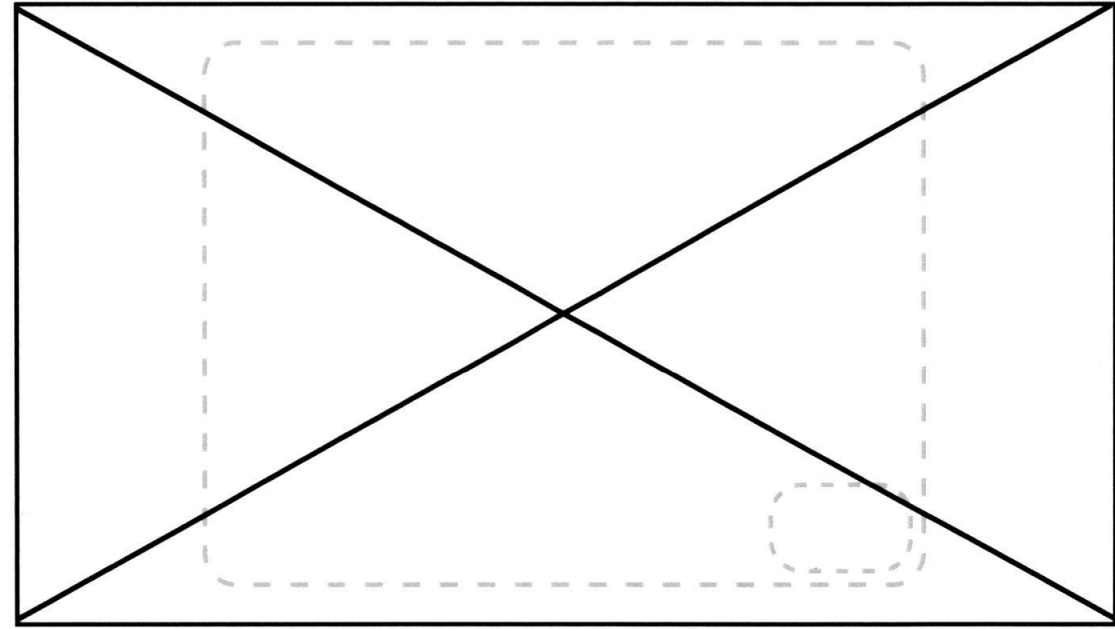
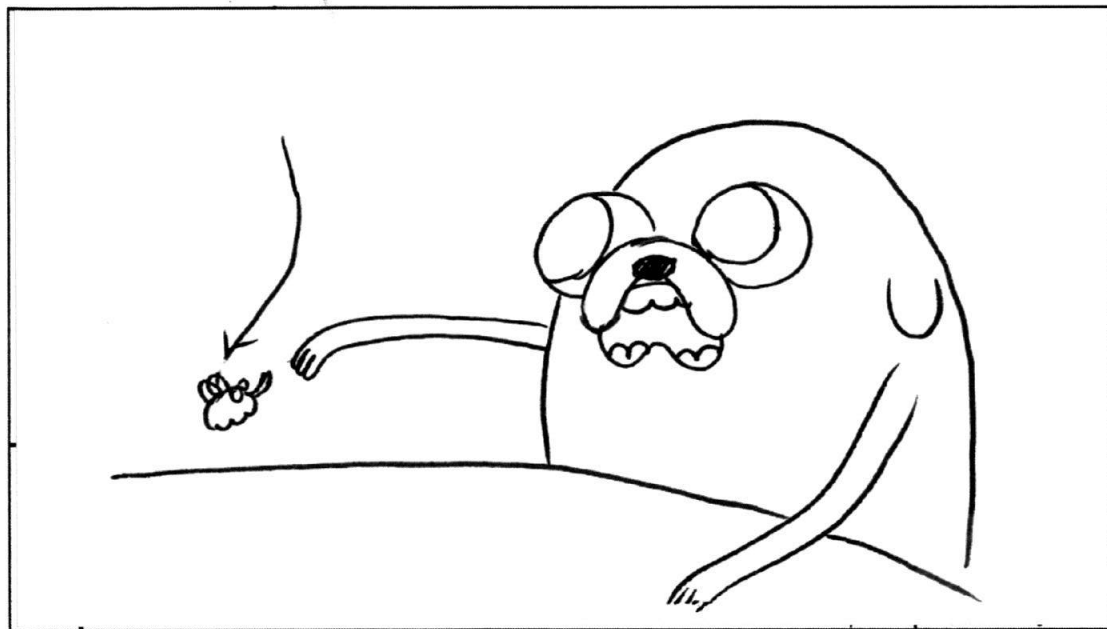
ADVENTURE TIME



Page **59**
59A NEXT
day night

Sc. 51 **CONT** Pnl. C Bg. day night

Sc. Pnl. Bg. day night



Dialog:	J: AH!
Action:	-J LURCHES ON/5.
Timing:	

APR 23 2014

EPISODE #

Production :

1025-181

1025/181

1025/181

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1025/181

ADVENTURE TIME

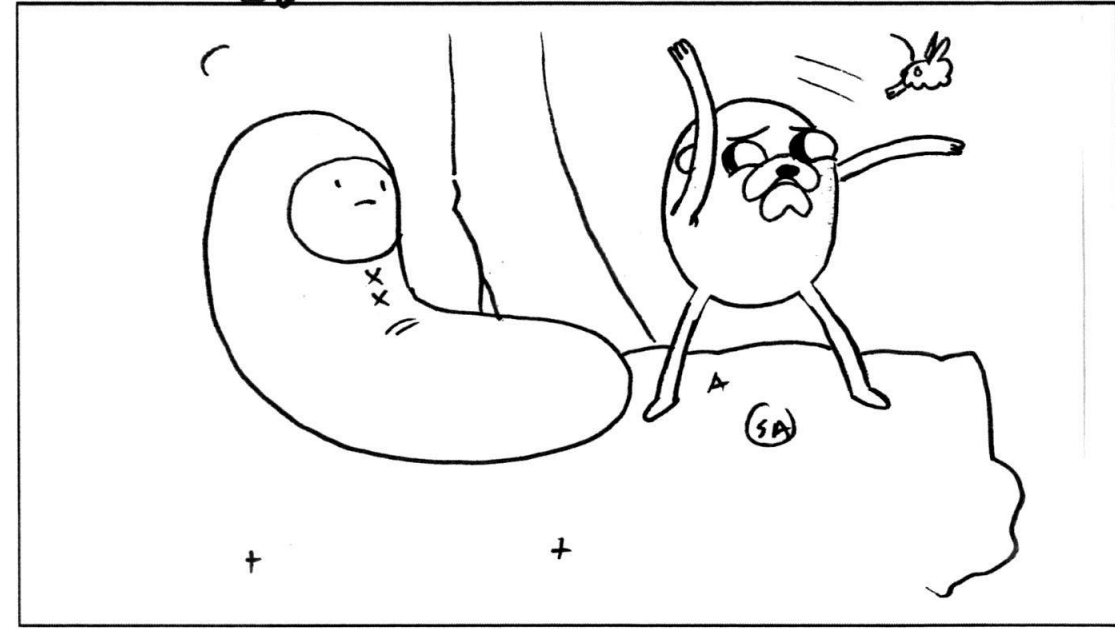


Page **59A**
60 NEXT
day night

Sc. *Gr* Pnl. *A* Bg. day night



Sc. *59A* Pnl. *B* Bg. day night



Dialog:

F: OKAY...

Action:

- J LURCHES ON/5.

Timing:

A1

2

3

A2

5: c'mon man, let's get out of the HOUSE! GHOST FLY!

- J. CLIMBS ON BED AND AND SWATS AT AIR.

B1



APR 23 2014

Production :

EPISODE #

1025-181

1025/181

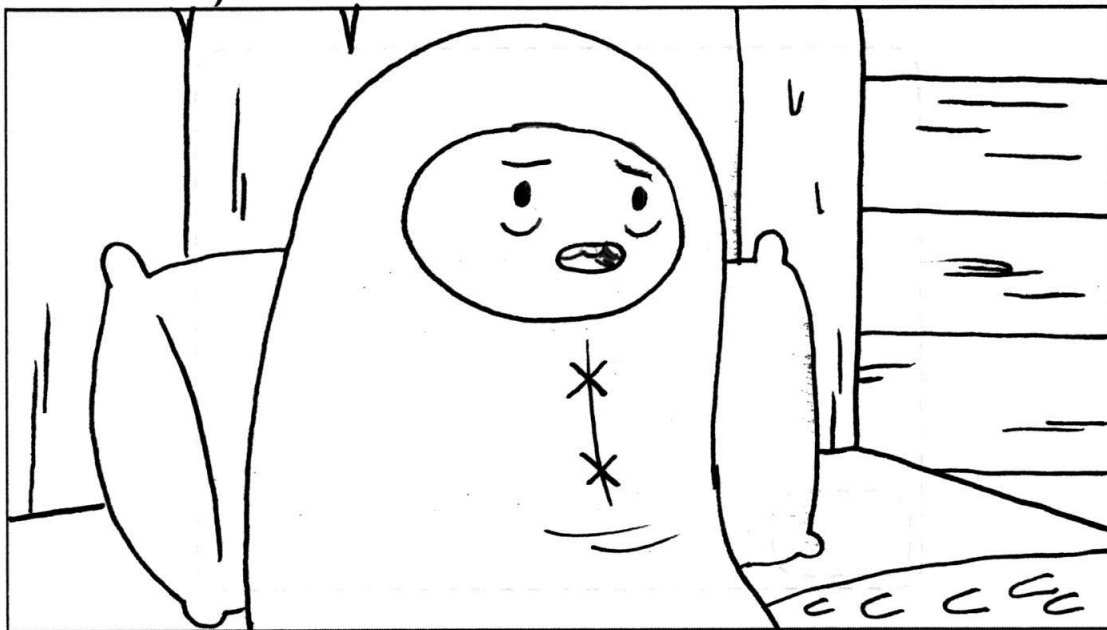
1025/181

ADVENTURE TIME

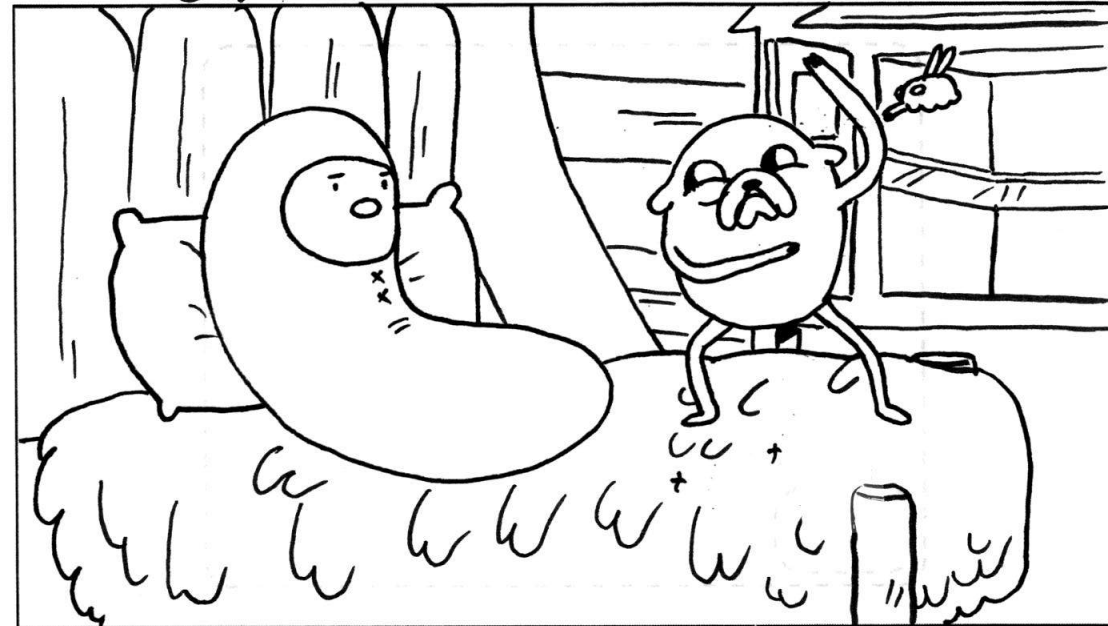


Page **60**

Sc. **53** Pnl. **A** Bg. day night



Sc. **54** Pnl. **A** Bg. day night



Dialog:

F: so what?

J: NO MAN, GHOST/FLIES ARE FILTHY!

Action:

Timing:



APR 23 2014

EPISODE #

1025-181

Production :

1025/181

1025/181

ADVENTURE TIME



Page **61**

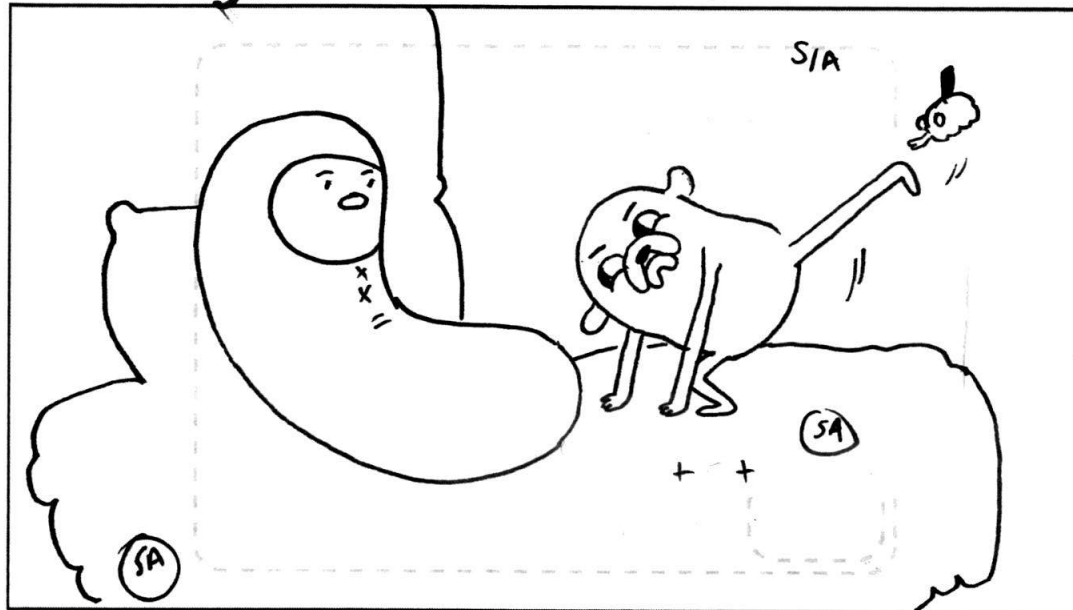
Sc.

54 cont Pnl.

B

Bg.

day night



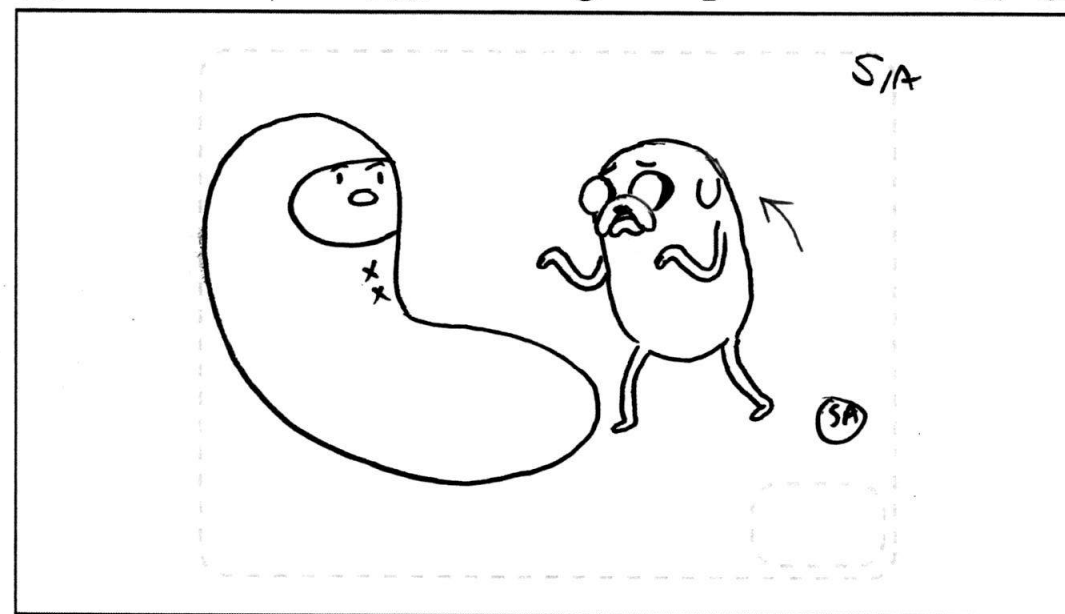
Sc.

54 cont Pnl.

C

Bg.

day night



Dialog:

J/ They carry diseases such as tuberculosis... polio...

⑤ uh... dysentary

Action:

- J. KICKS AT GF. **(B)** **(B1)**
- GHOST FLY EVADES. *cycle*

Timing:



APR 23 2014

Production :

EPISODE #

1025-181

1025/181

1025/181

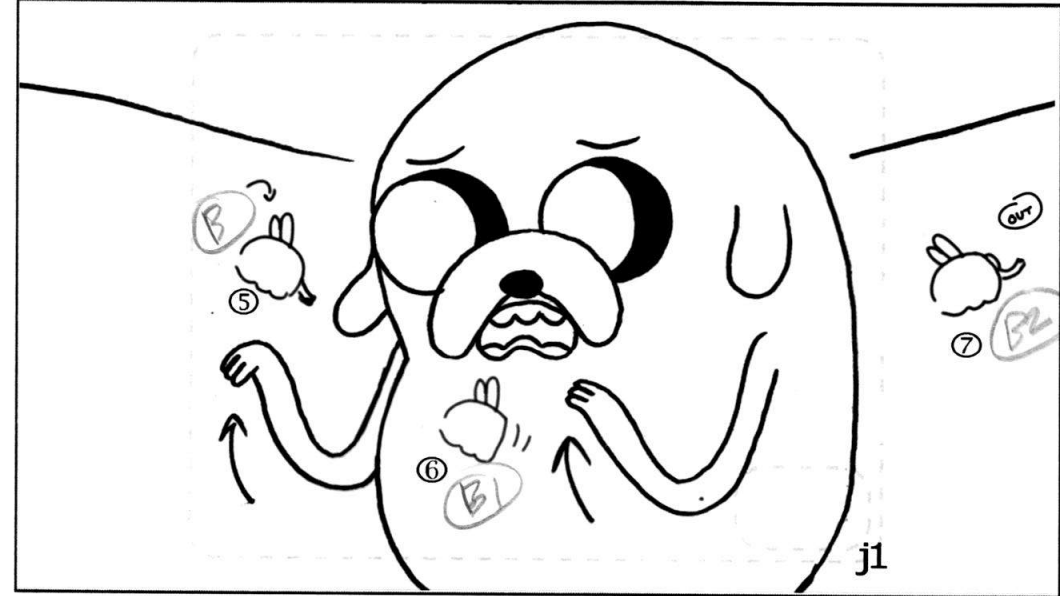
ADVENTURE TIME



Sc. 55 Pnl. A Bg. day night



Sc. 55 *cont* Pnl. B Bg. day night



Page 62
62A NEXT

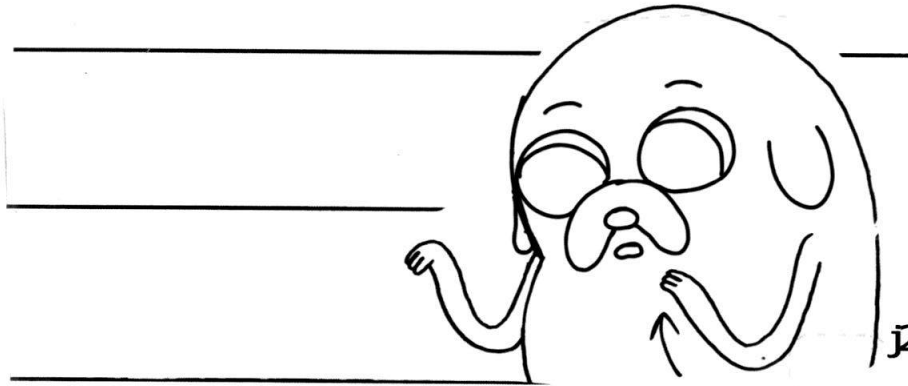
Dialog:

⑤: They leave those little fly doodies on YOUR SOUL.

Jake: ah!

Action

Timing



APR 23 2014

EPISODE #

1025-181

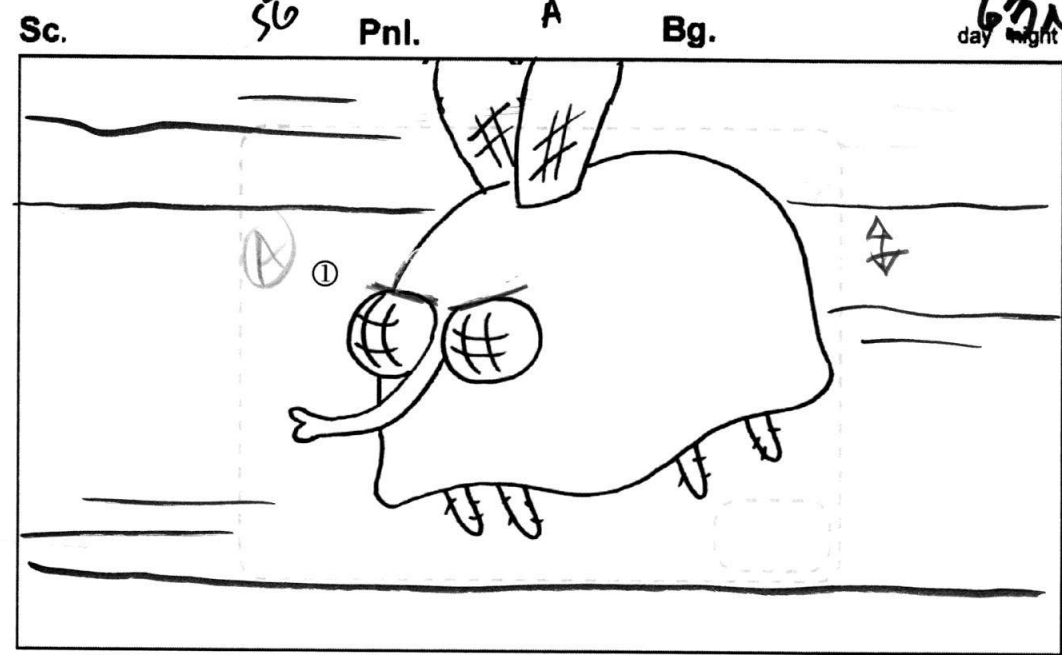
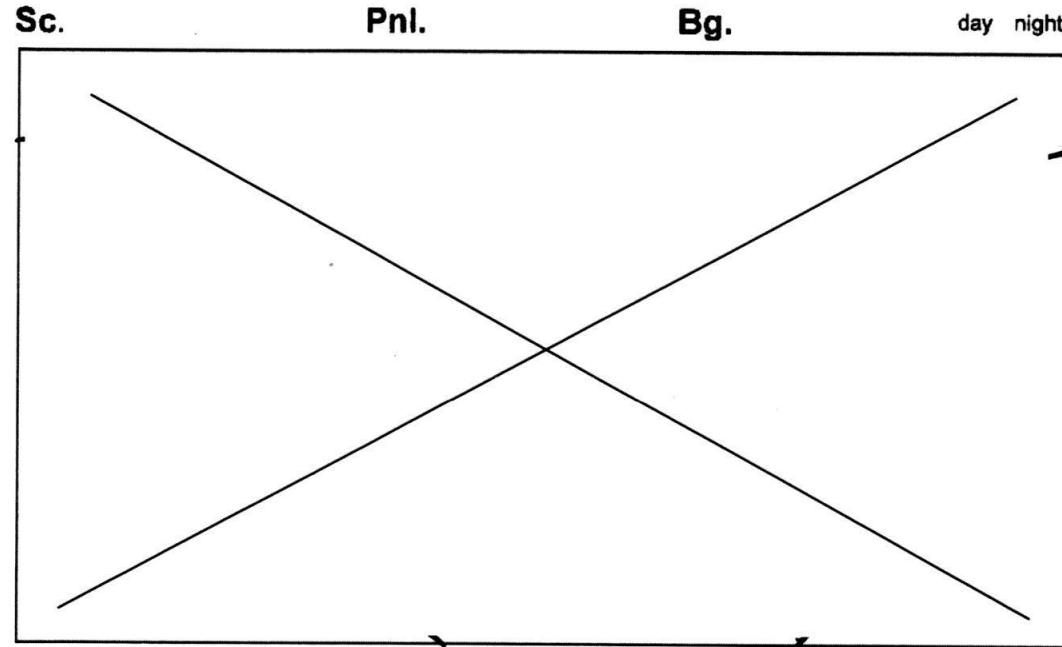
1025/181

1025/181

ADVENTURE TIME



Page **62A**
63 NEXT
day night



EPISODE #

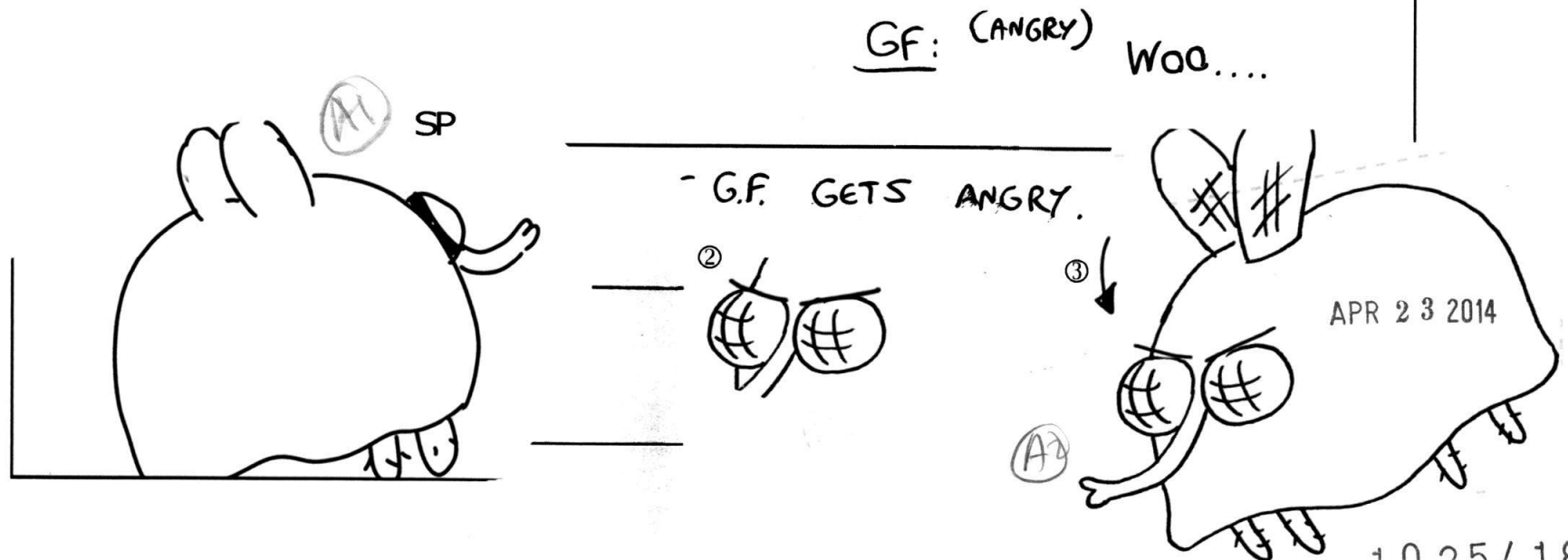
1025-181

1025/181

Dialog:

Action

Timing



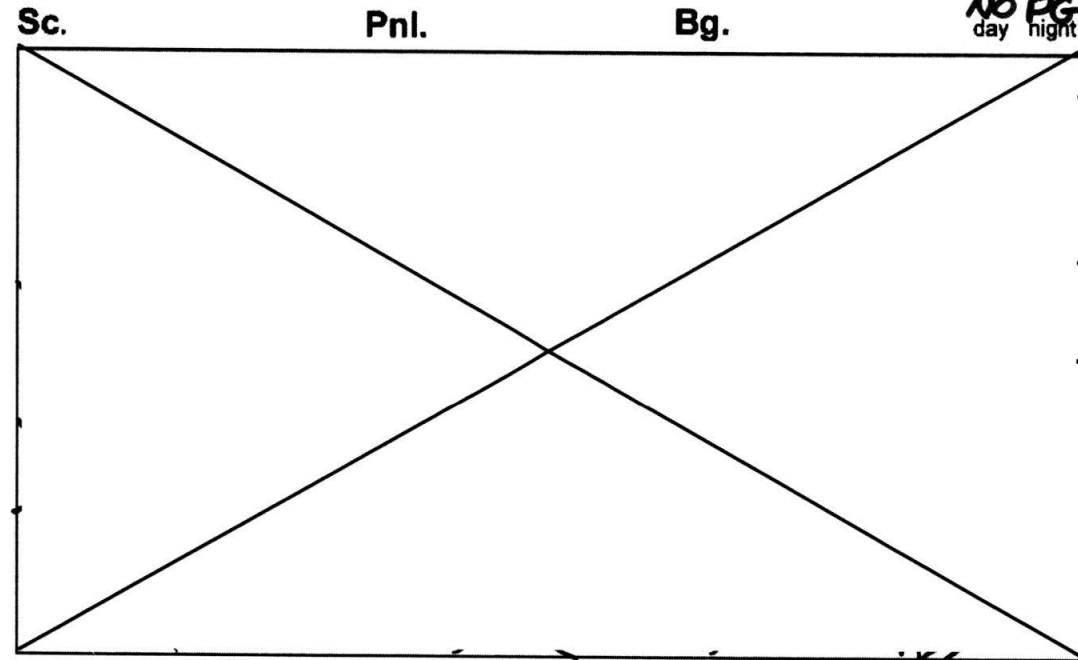
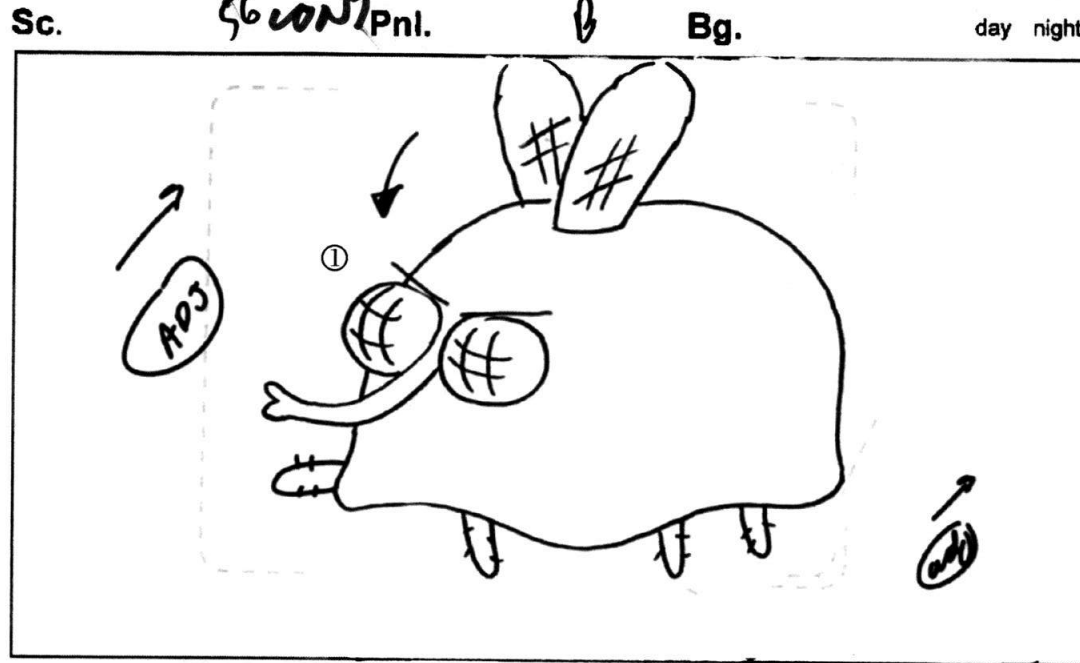
1025/181

ADVENTURE TIME



NO
SC
57

Page **63**
NO PG 64
day night



Dialog:

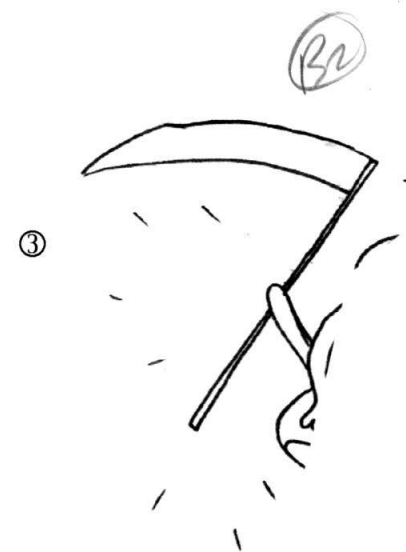
SFX: * SHING *

Action:

- GP. Fabricates SCYTHE

- ADJ. w/ ACTION!

Timing:



APR 23 2014

Production :

EPISODE #

1025-181

1025/181

1025/181

1025/181

ADVENTURE TIME



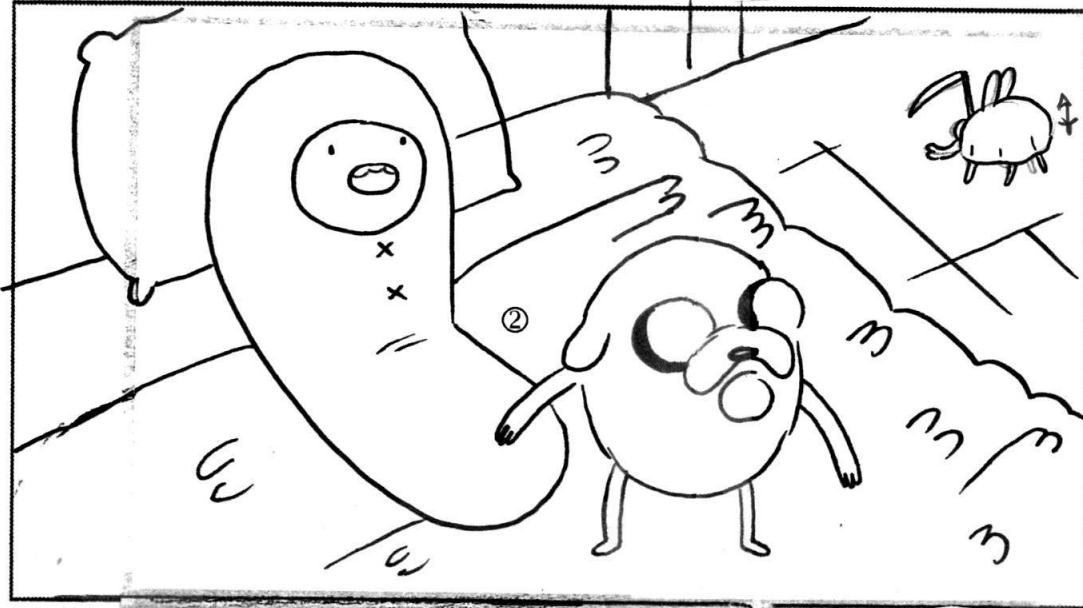
Page **65**

Sc. 58

Pnl. A

Bg.

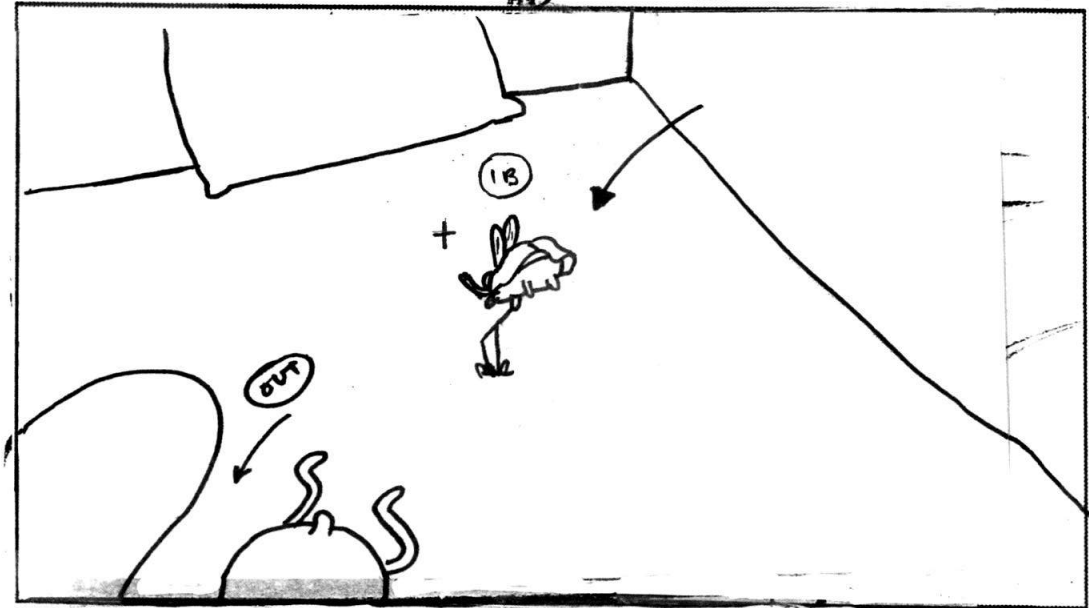
day night



Sc. 58 *CONT* Pnl. B

Bg.

day night



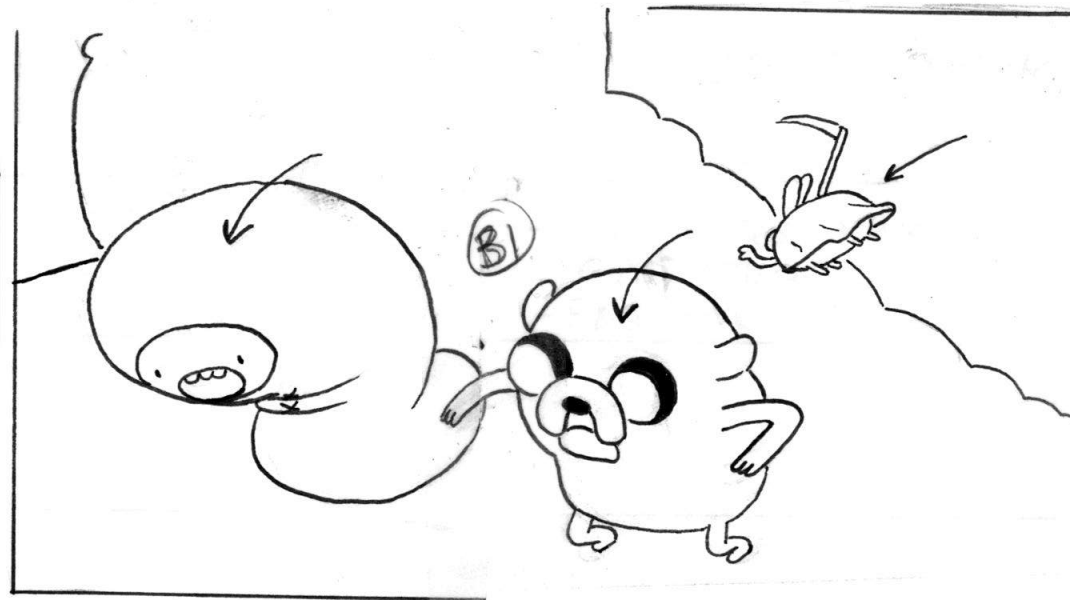
Dialog:

F+J: (GASP)

Action:

- GF CHARGES

Timing:



SFX: * SHNKK *

APR 23 2014

- GF SWIPES DOWN AT F+J, SCYTHE GETS STUCK IN BED
- F & J DIVE OFF/S



END POSE

EPISODE #

Production:

1025-181

1025/181

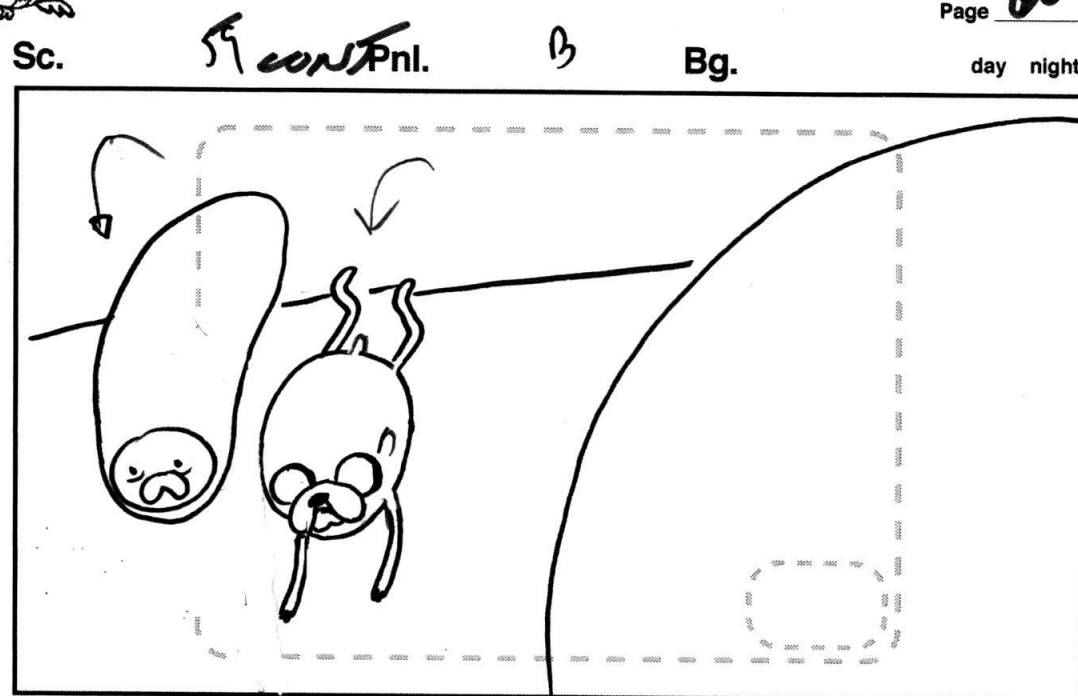
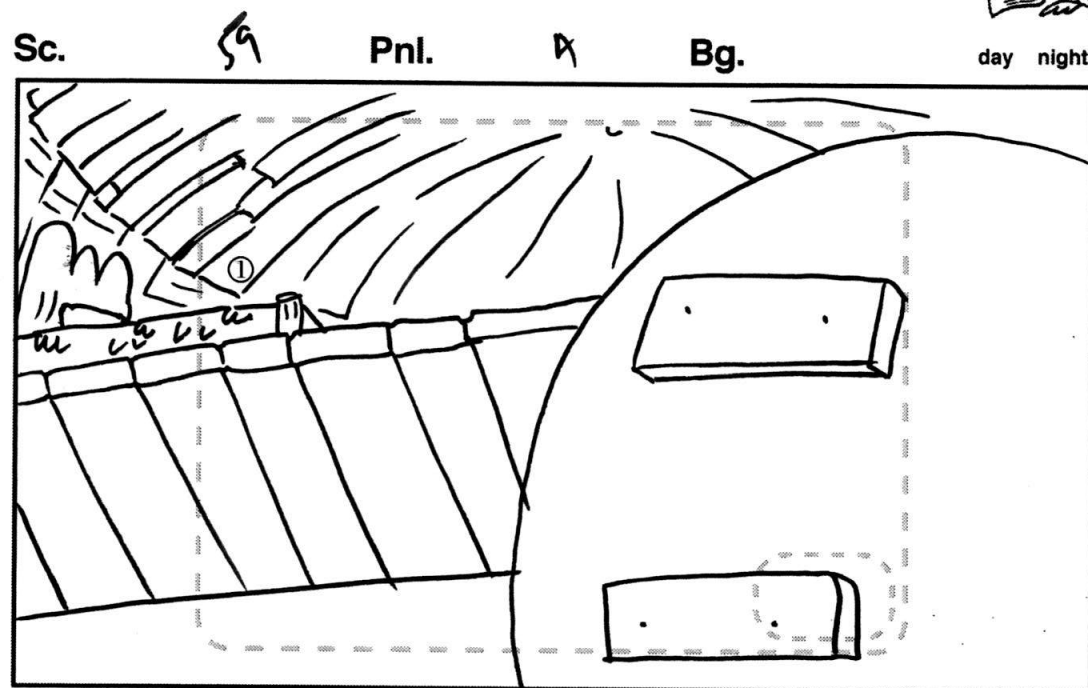
1025/181

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ADVENTURE TIME



Page 66
day night



Dialog:	
<u>F+J</u> : AAH!!	
Action:	
- F+J DIVE OVER EDGE.	
Timing:	APR 23 2014

Production:

EPISODE #

1025-181

1025/181

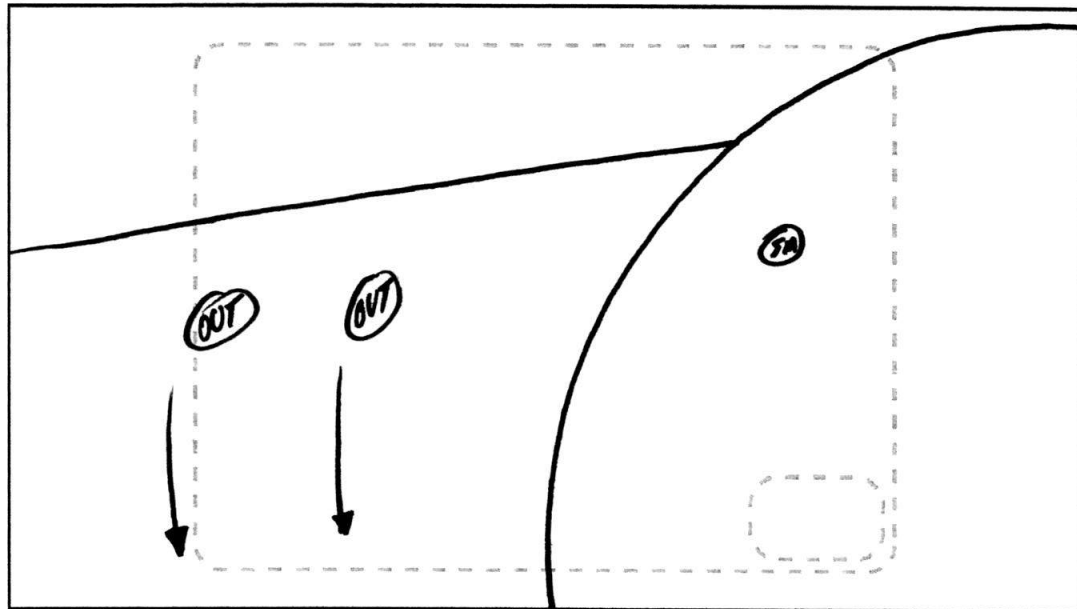
1025/181

ADVENTURE TIME

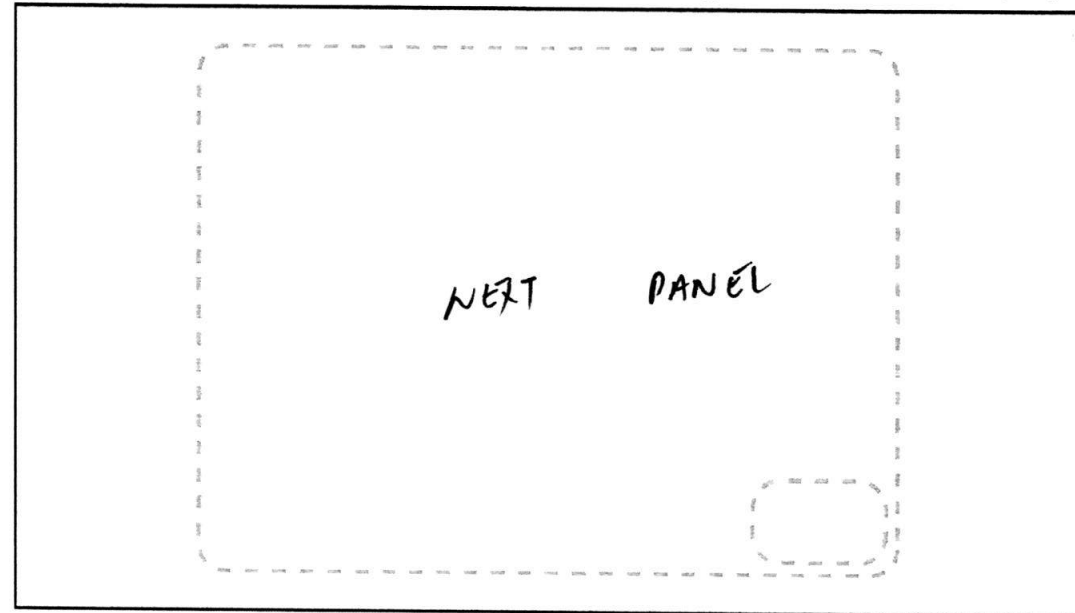


Page **67**
day night

Sc. **59 cont** Pnl. **C** Bg. day night



Sc. Pnl. Bg. day night



Dialog:

SFX: *WHUMP- WHUMP*

Action:

- F+J fall out of shot

APR 23 2014

Timing:

EPISODE #

1025-181

1025/181

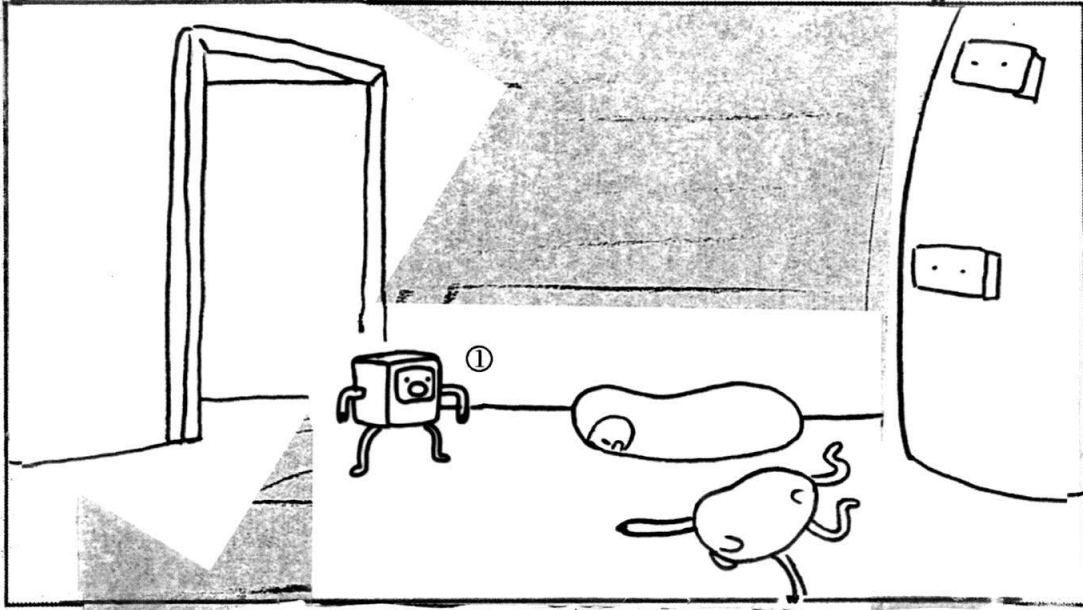
Production :

1025/181

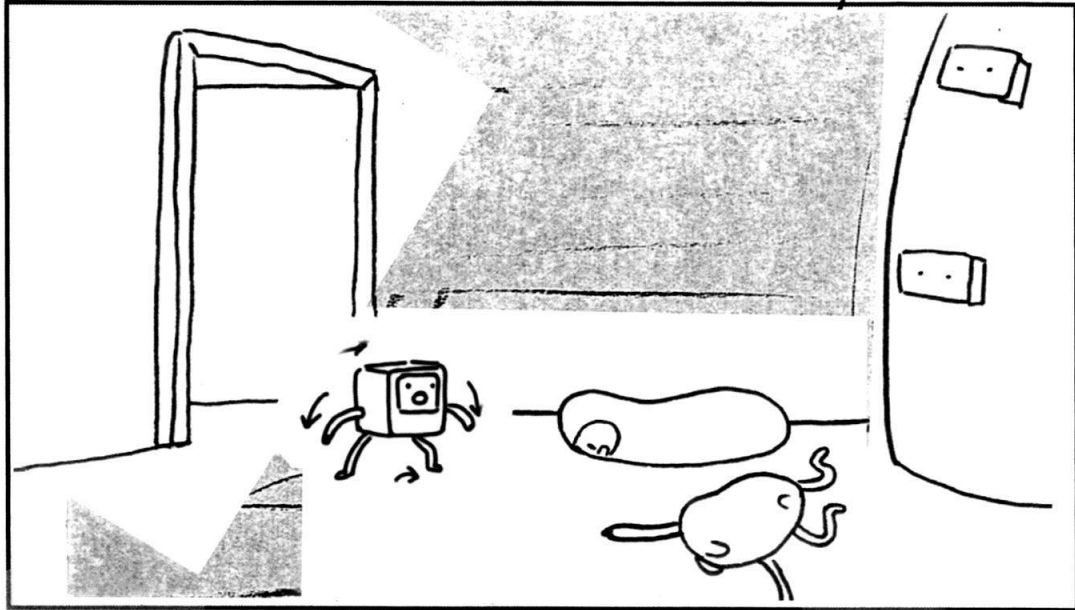
ADVENTURE TIME



Sc. **60** Pnl. **A** Bg. day night



Sc. **60 CONT** Pnl. **B** Bg. day night

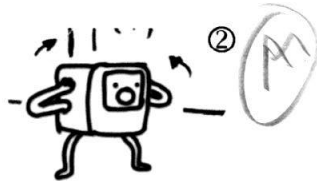


Dialog:

BMO FINN. JAKE!

BMO WHAT'S WRONG !?

Action:



Timing:

APR 23 2014

EPISODE #

1025-181

1025/181

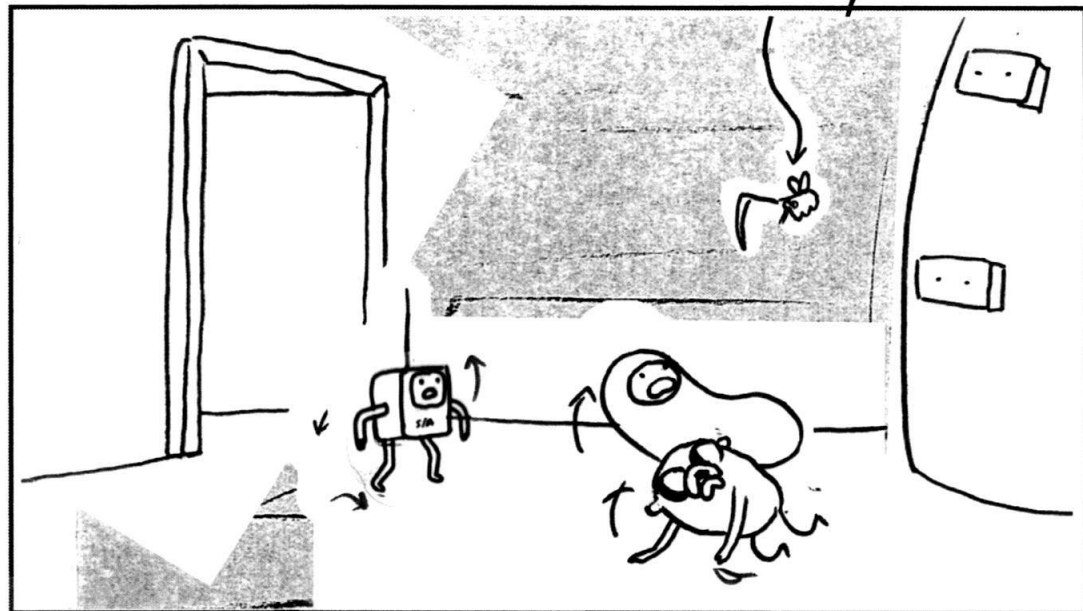
Production:

ADVENTURE TIME

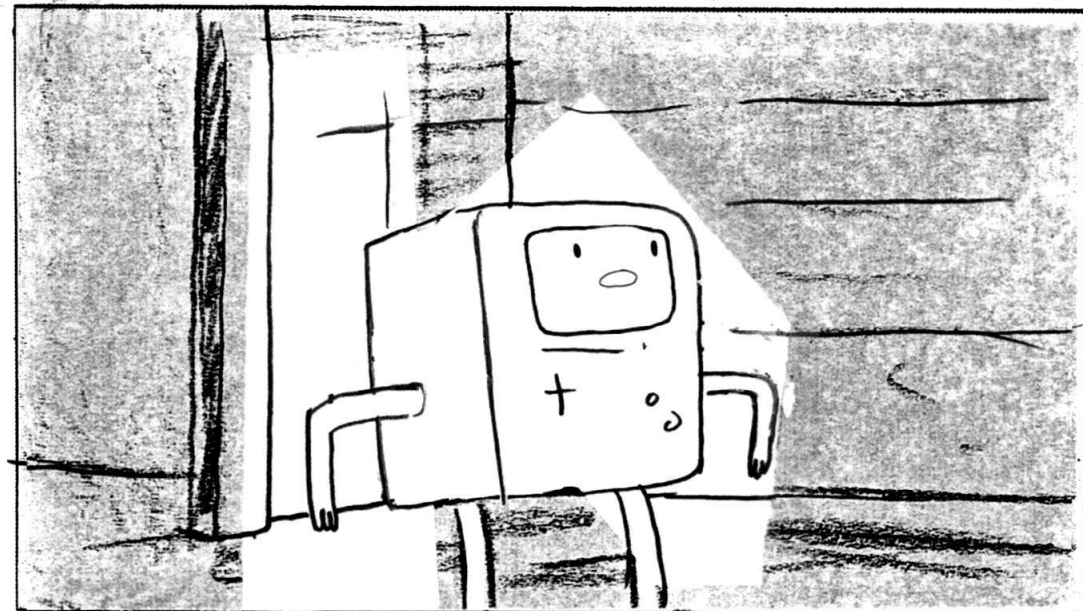


Page **69**

Sc. **60 CONT** Pnl. **C** Bg. **(IN)** day night



Sc. **61** Pnl. **A** Bg. day night



Dialog:

F+J : GHOST FLY!

Action:

- G.F. FLOATS ON/S
- F+J+B LOOK UP

Timing:

APR 23 2014

EPISODE #

1025-181

1025/181

Production:

1025/181

ADVENTURE TIME

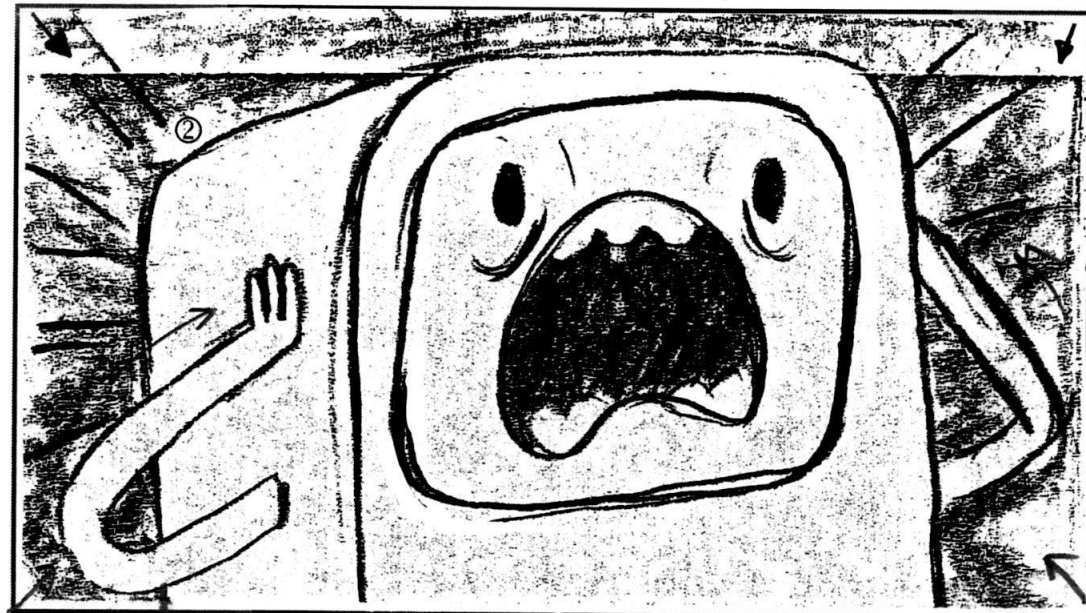


Page 70

Sc. 61 CONT Pnl. B

Bg.

day night

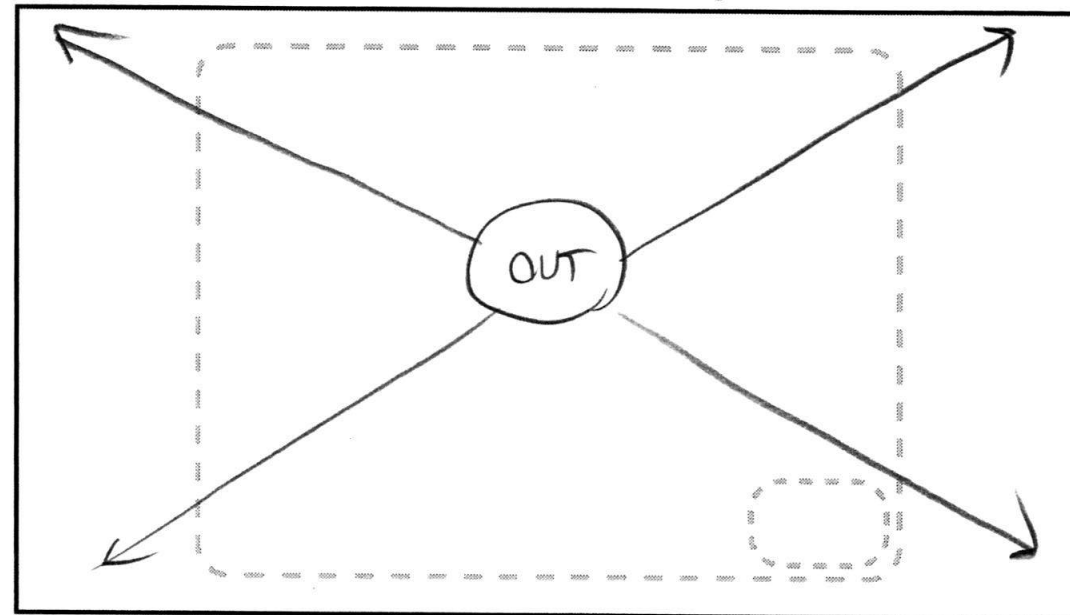


Sc.

Pnl.

Bg.

day night



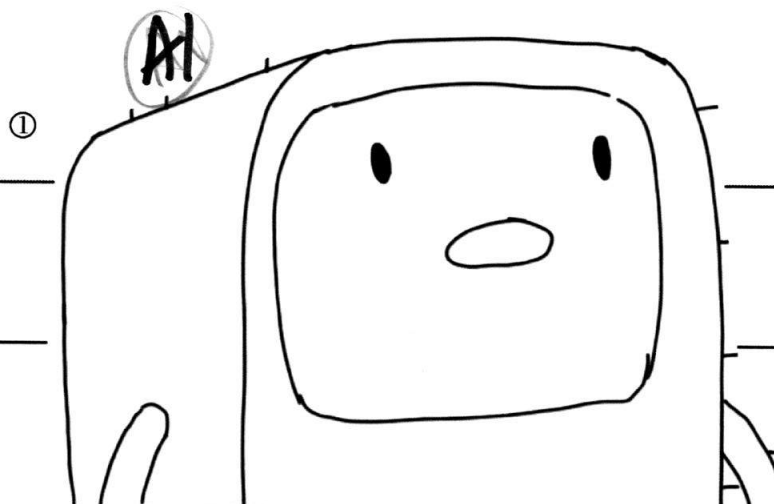
Dialog:

Bmo AHHH!!

Action:

- FAST TRUCK-IN ON BMO'S FACE.

Timing:



APR 23 2014

EPISODE #

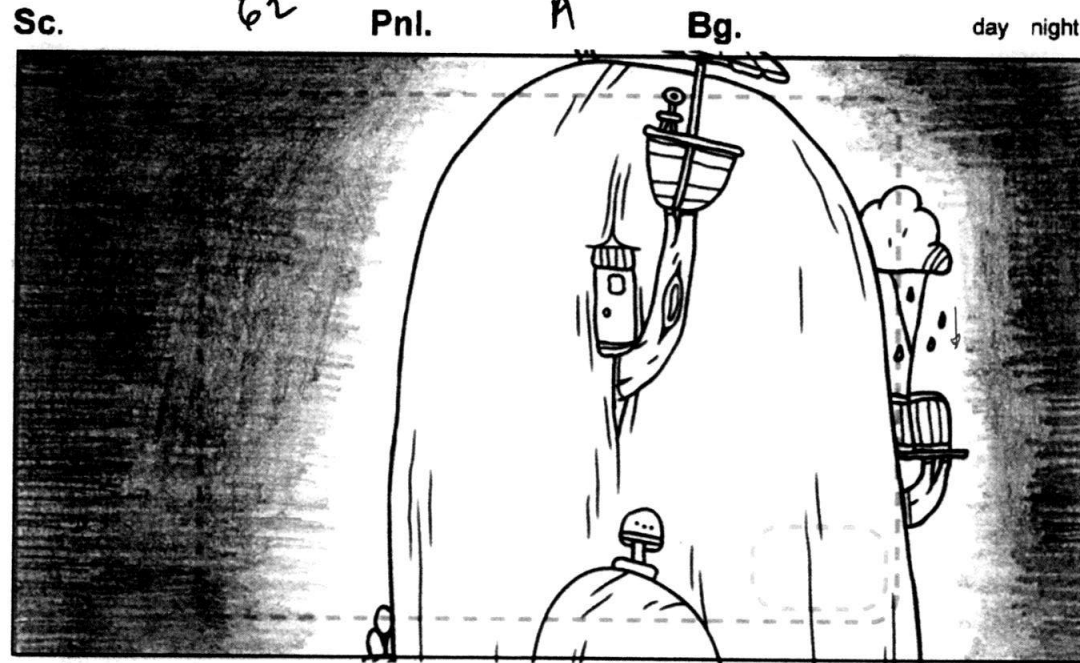
1025-181

1025/181

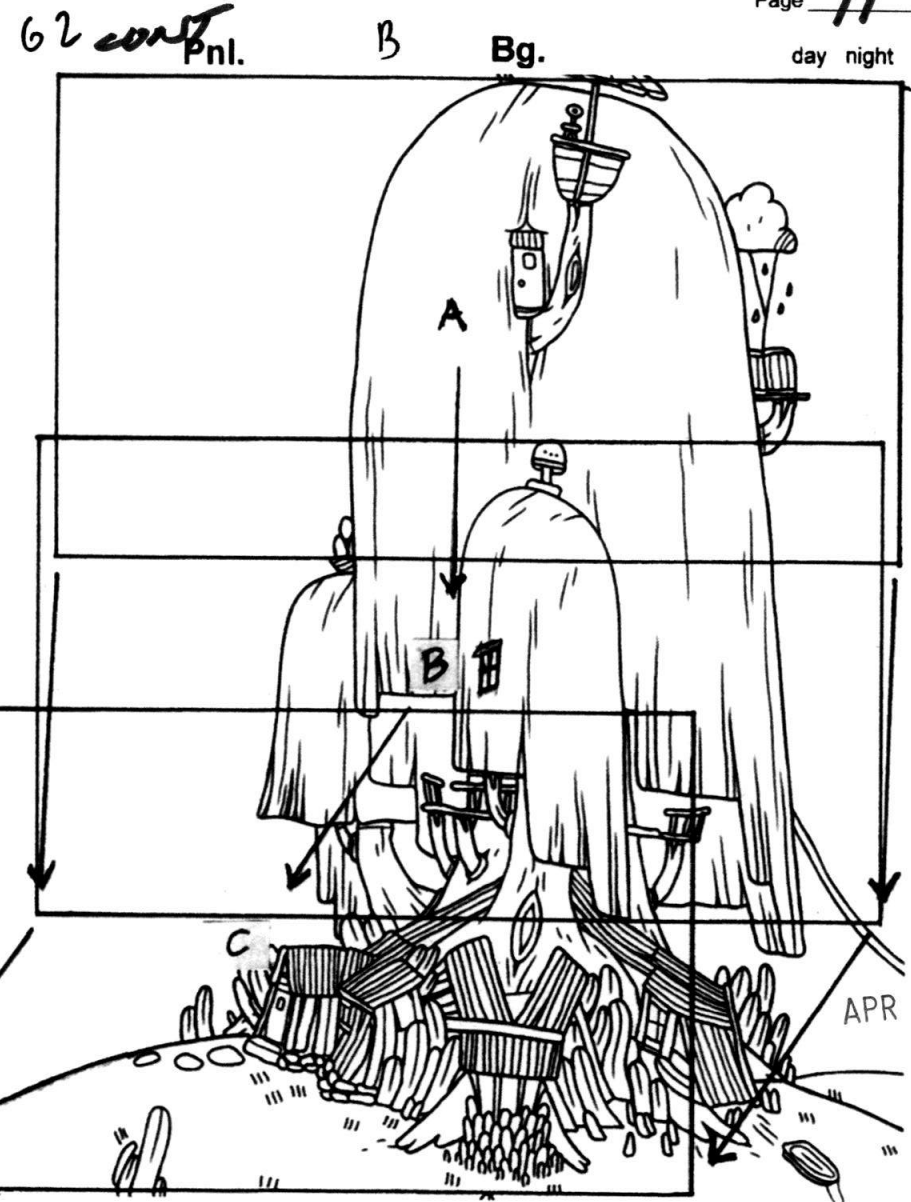
Production:

1025/181

ADVENTURE TIME



Dialog:	SFX: * THUMP THUMP THUMP * (FOOTSTEPS)
Action:	CAMERA: START AT TOP OF TREEHOUSE
Timing:	



SFX: THUMP THUMP THUMP

APR 23 2014

1025-181

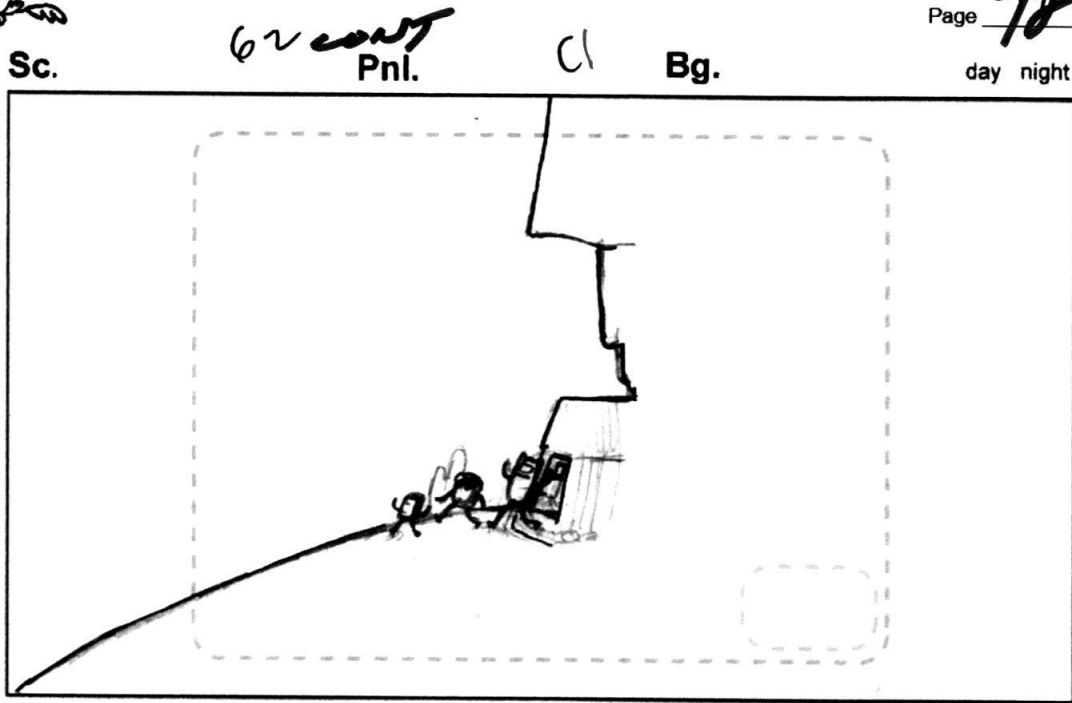
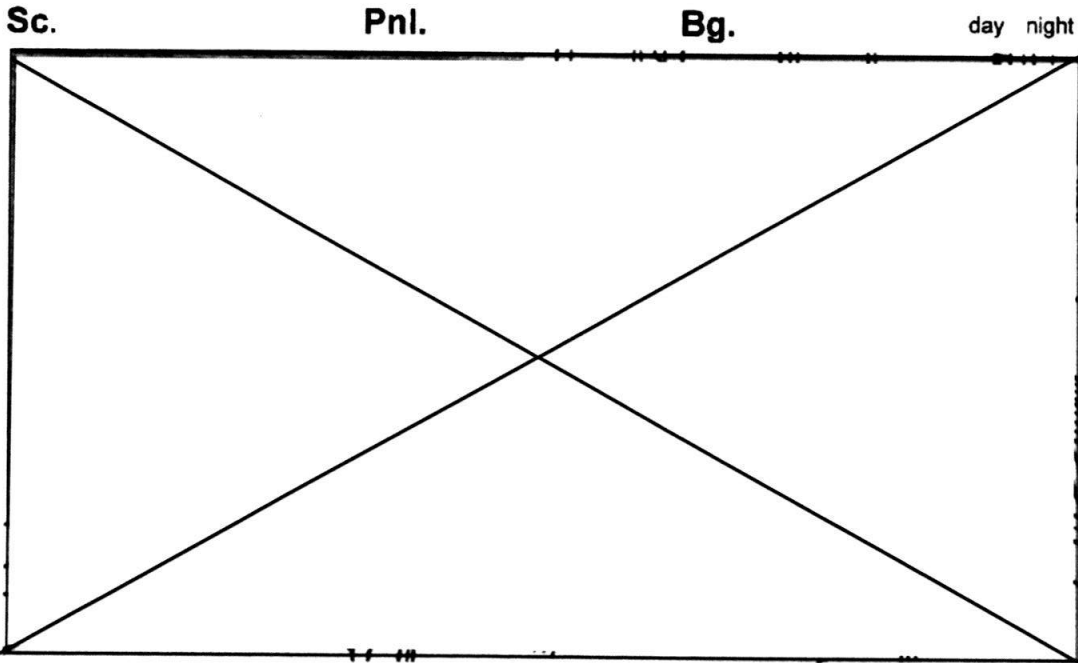
EPISODE #

Production :

1025/181

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ADVENTURE TIME



Page 72

Dialog:

SFX: FUMBLE FUMBLE! (DOORKNOB)

SFX: BANG! (DOOR OPENING)

Action:

STOP PAN AT BOTTOM
OF TREEHOUSE.

BMO, JAKE, FINN RUN OUT.

APR 23 2014

Timing:

EPISODE #

1025/181 1025-181

Production :

1025/181

ADVENTURE TIME

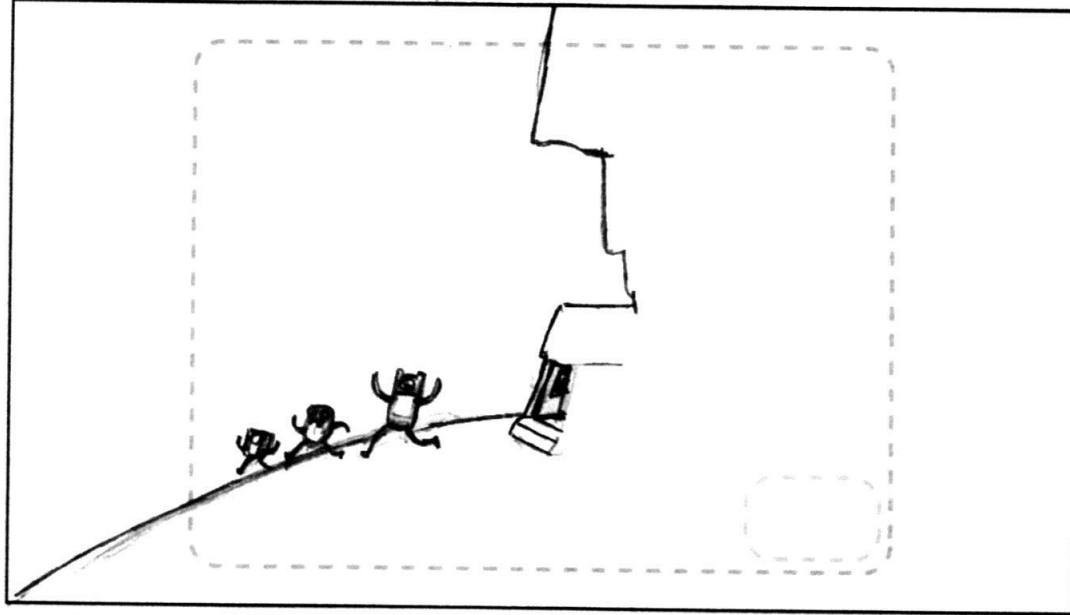


Sc.

62 cont Pnl. D

Bg.

day night

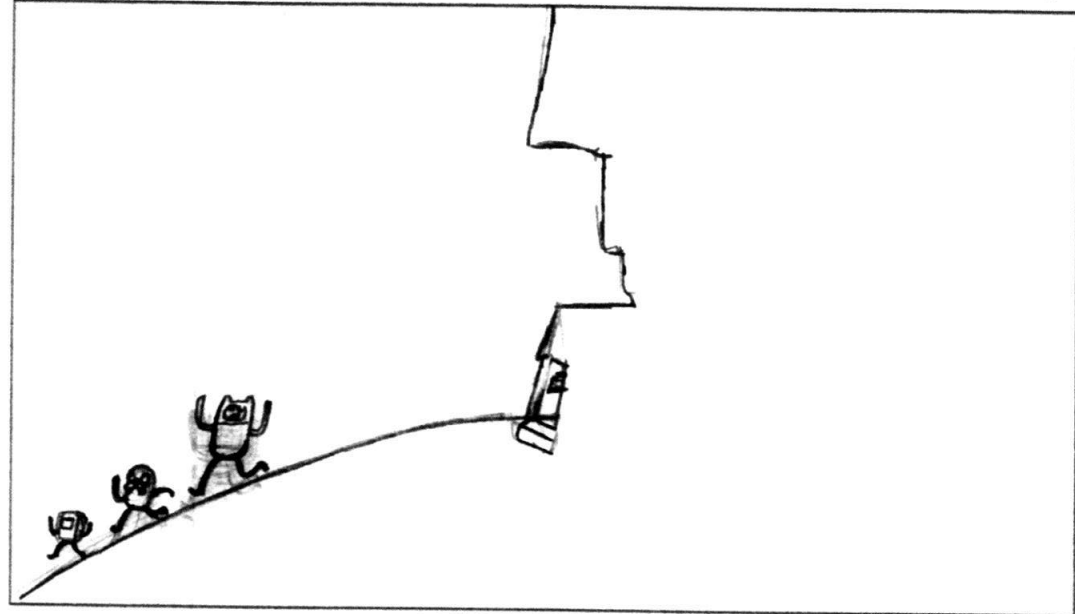


Sc.

62 cont Pnl. E

Bg.

Page 73
day night



Dialog:

F+J+B: AAH!!

Action:

Timing:

APR 23 2014

EPISODE #

Production :

1025-181

1025/181

1025/181

ADVENTURE TIME



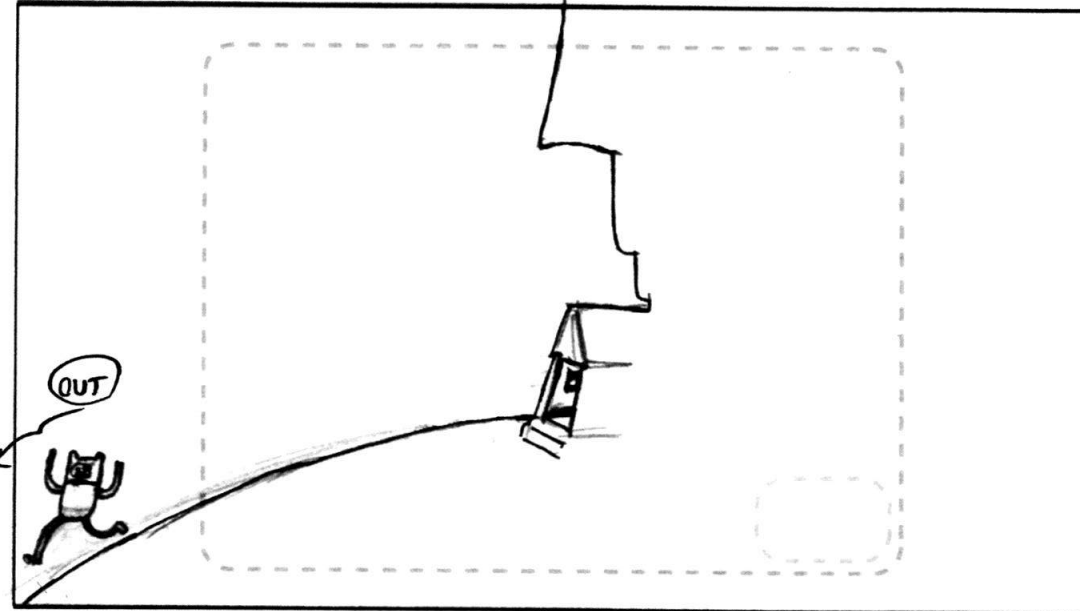
Sc.

62 *cont*
Pnl.

F

Bg.

day night



Sc.

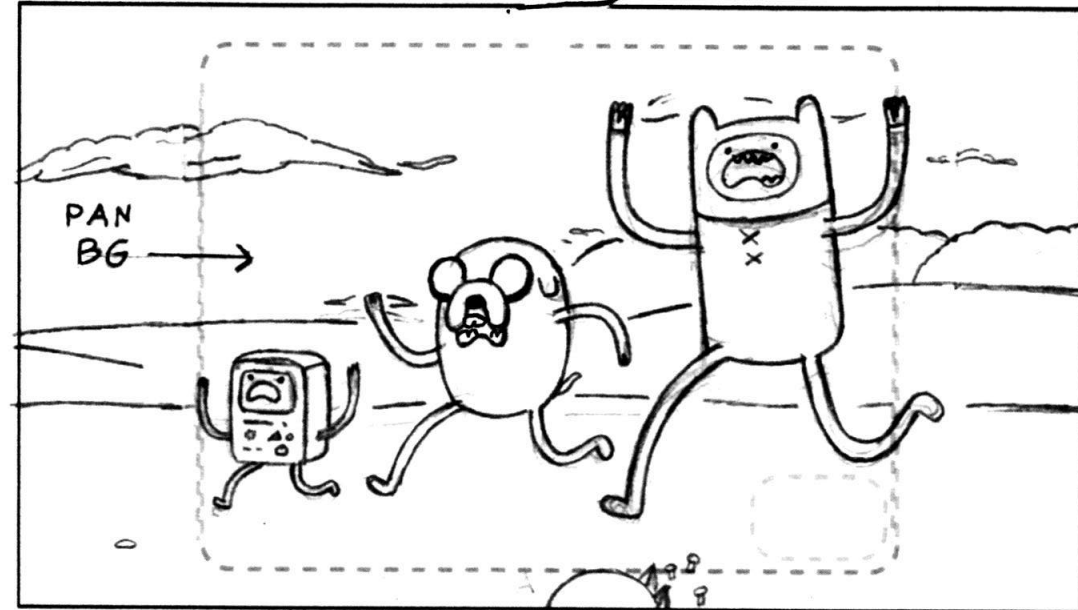
63

Pnl.

A

Bg.

Page *74*
day night



Dialog:

JAKE: HUA HUA HA HUH

Action:

- F, J, + B RUN OFF/S.

Timing:

APR 23 2014

Production :

EPISODE #

1025-181

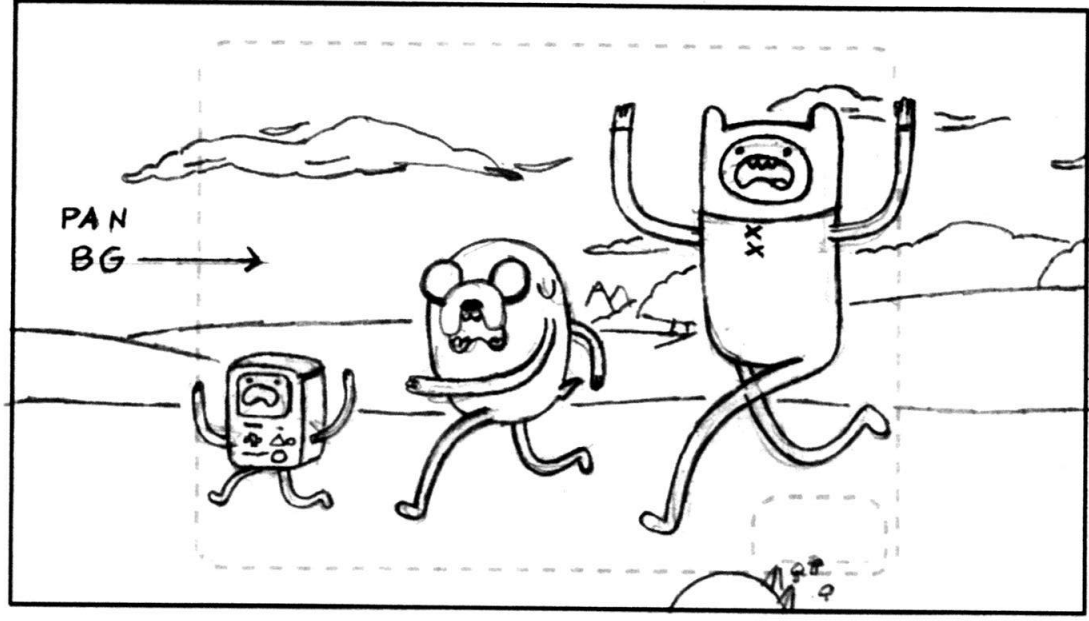
1025/181

1025/181

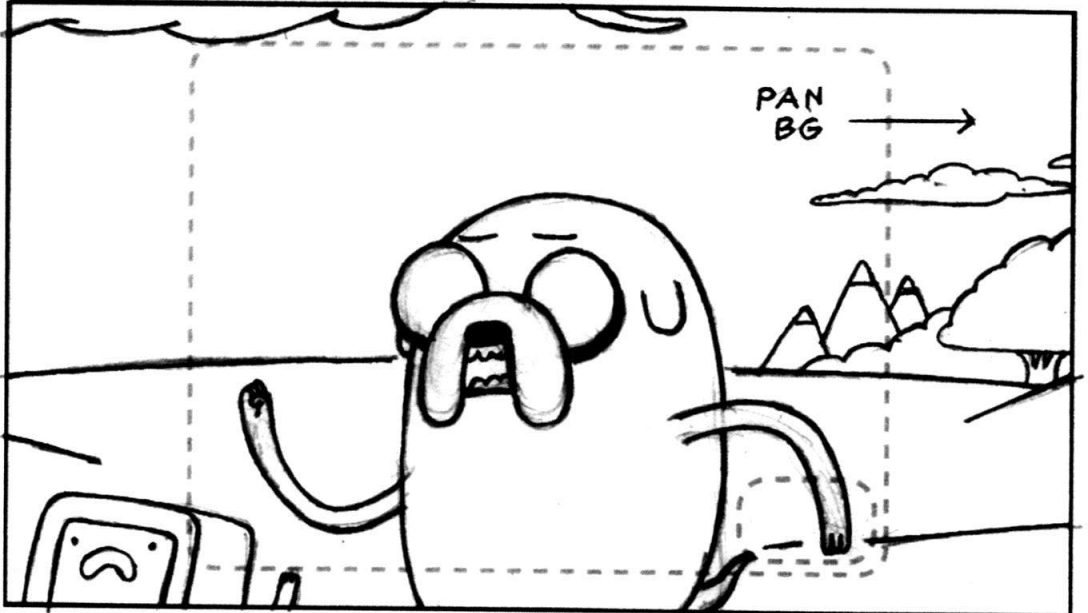
ADVENTURE TIME



Sc. 63 *cont* Pnl. B Bg. day night



Sc. 64 Pnl. A Bg. day night



Dialog:
<p><u>JAKE:</u> HUA HUA HA HUH</p>
Action: (B POSE)
Timing:

APR 23 2014

EPISODE #

Production :

1025-181

1025/181

1025/181

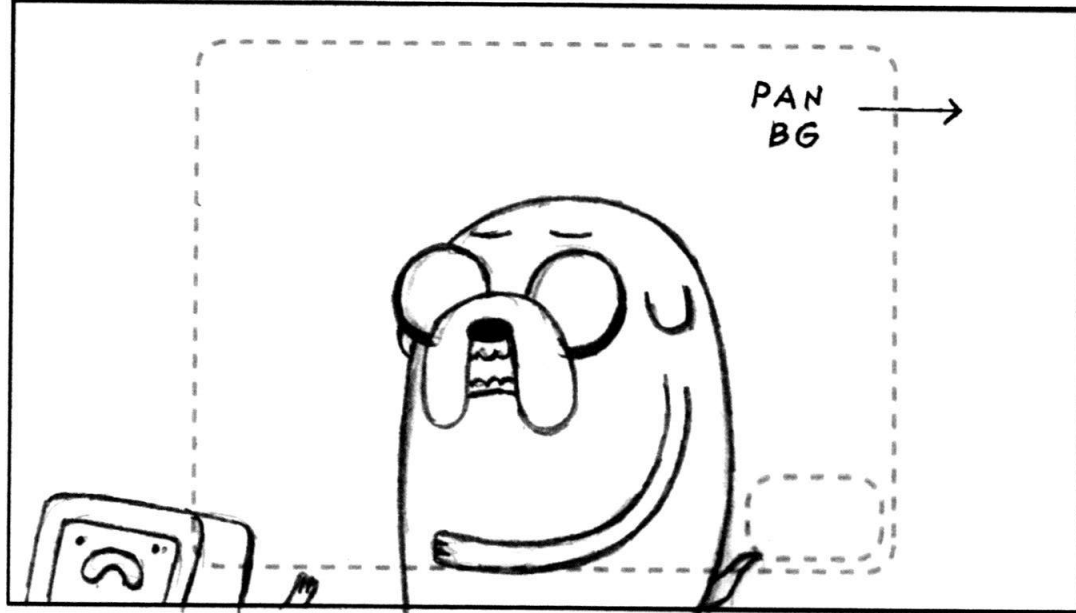
1025/181

ADVENTURE TIME

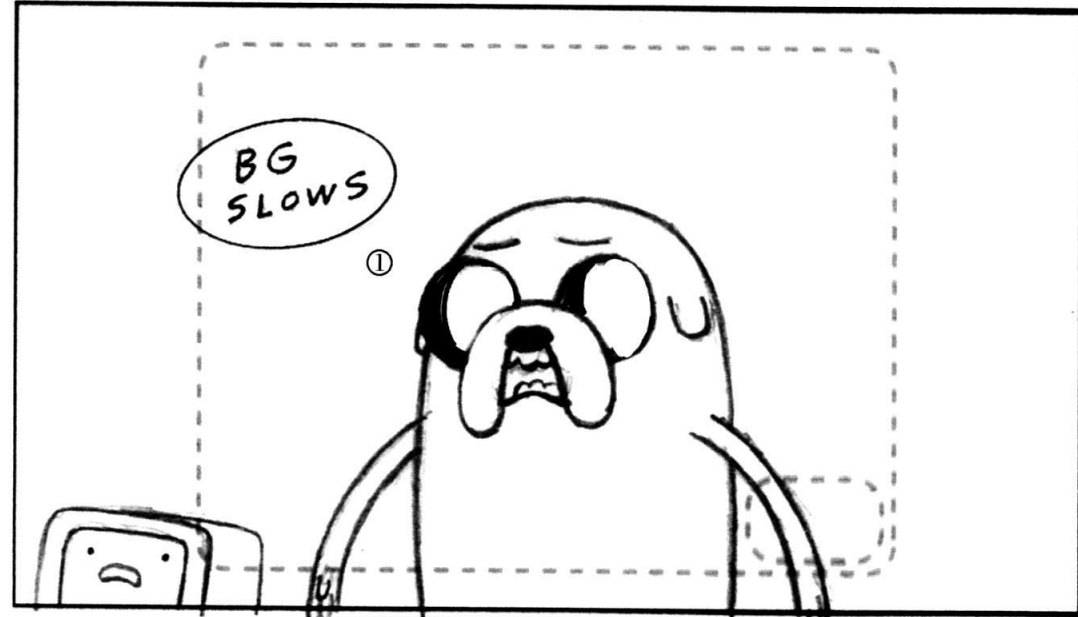


Page 76

Sc. 64 cont Pnl. B Bg. day night



Sc. 64 cont Pnl. C Bg. day night



Dialog:

JAKE: HUA HUA HA HUH

J/ Aw... Thank goodness we lost him.

Action:

(B POSE)

(BG SLOWS)

- J. GLANCES BACK ^{C2}

Timing:

APR 23 2011



EPISODE #

1025-181

1025/181

roduction :

1025/181

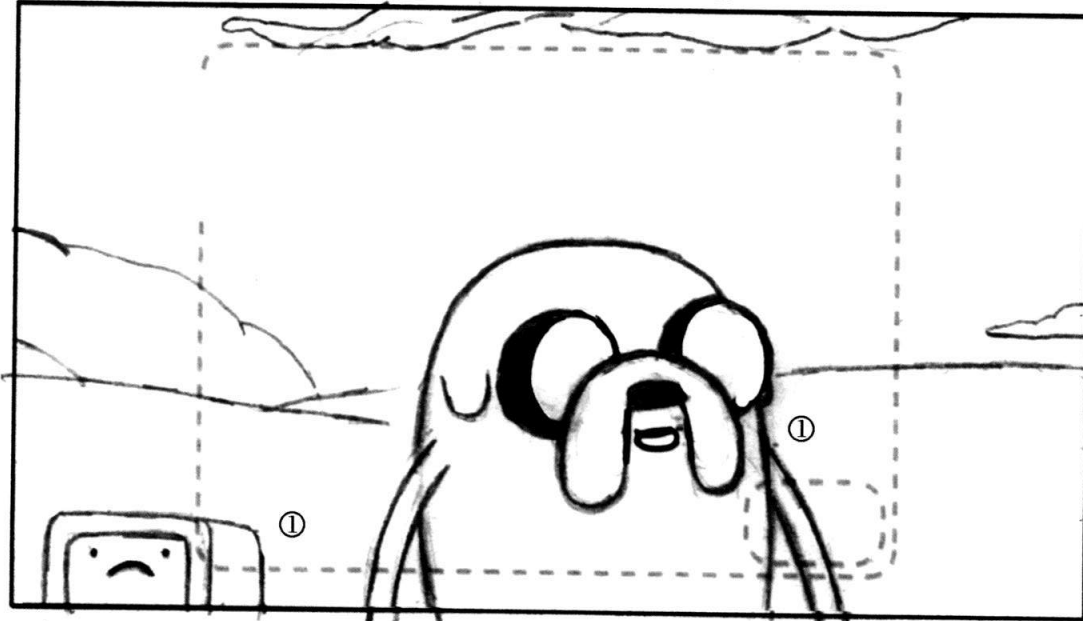
1025/181

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ADVENTURE TIME



Sc. 64 *cont* Pnl. D Bg. day night



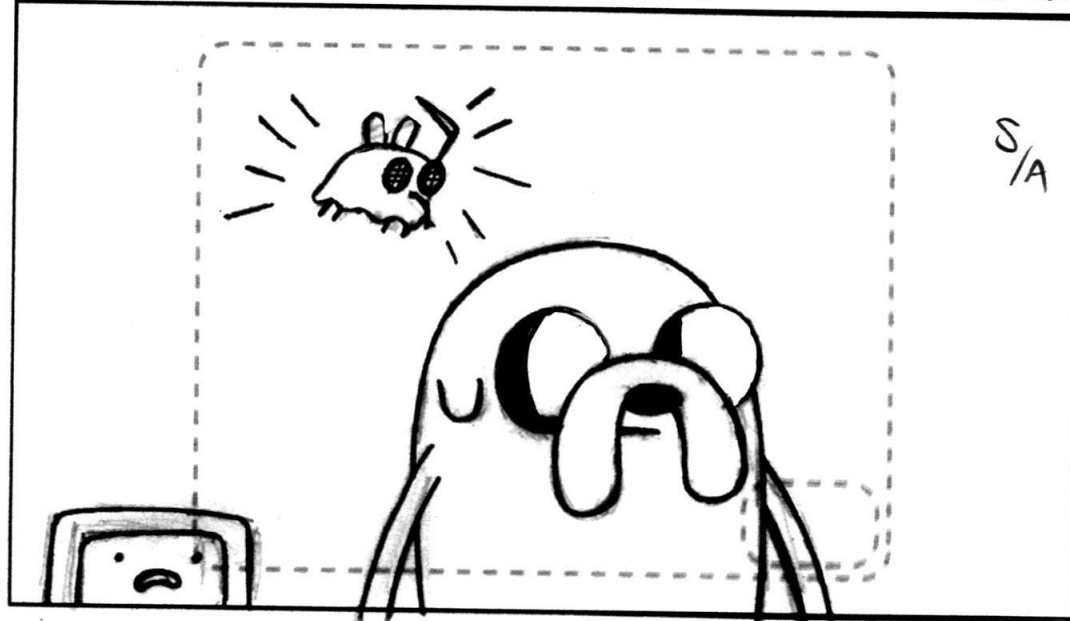
Dialog: J: HE'S GONE.

Action: (BG STOPPED)

Timing:



Sc. 64 *cont* Pnl. E Bg. day night Page 77



SFX: * VMMX *

GHOST FLY APPEARS MAGICALLY.

APR 23 2014

Production :

EPISODE #

1025-181

1025/181

1025/181

ADVENTURE TIME



Sc.

64 cont Pnl. F

Bg.

day night

Sc.

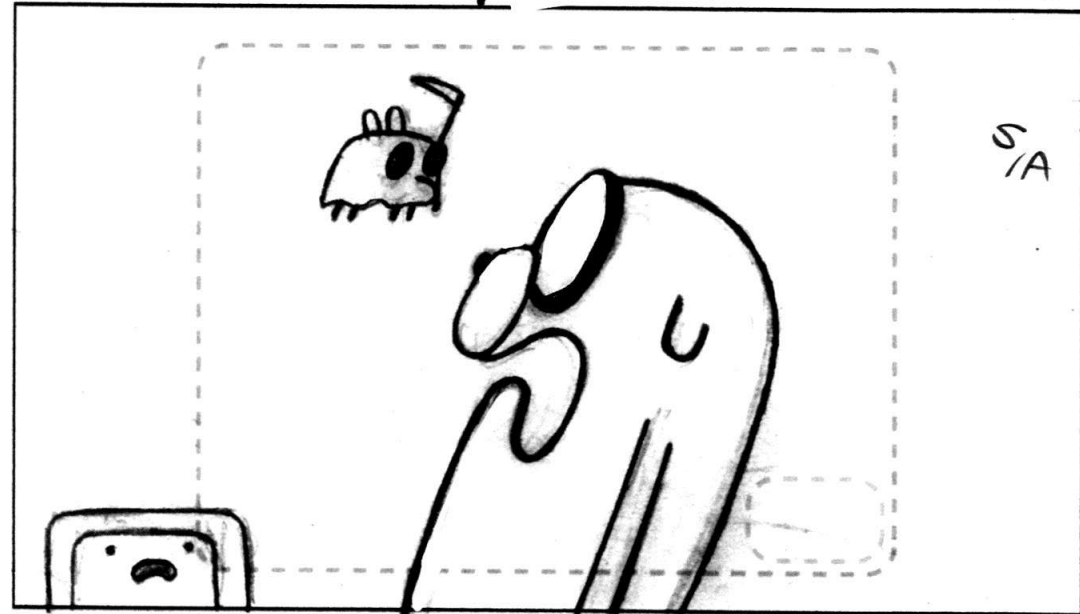
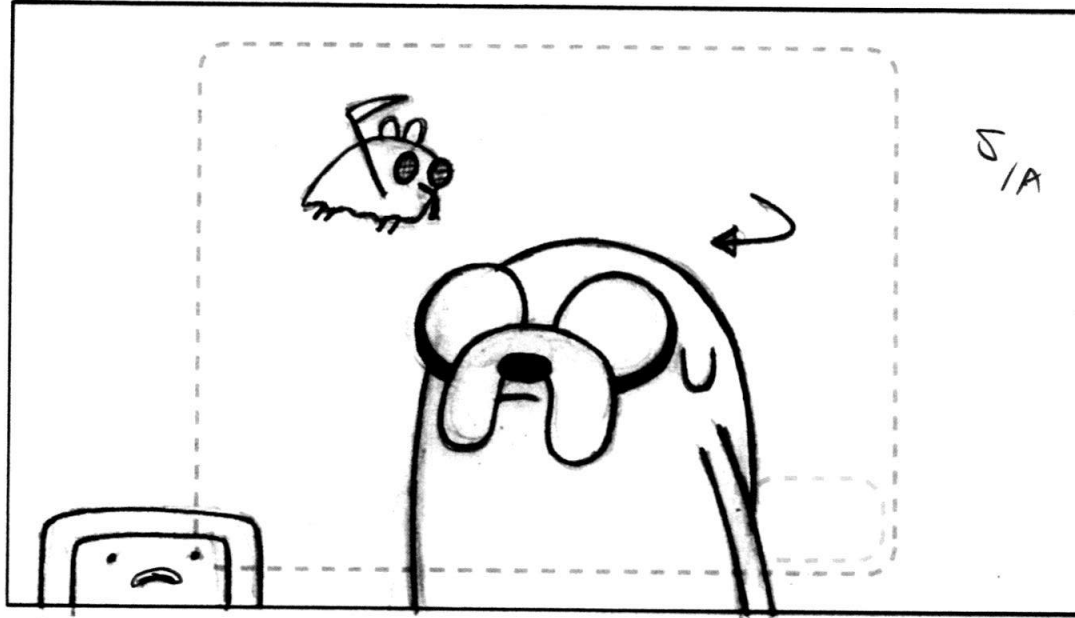
64 cont Pnl. G

Bg.

Page

78

day night



Dialog:

G.F.: Woo.

J: AAAAAH!

Action:

- J LOOKS UP AT GF.

Timing:

APR 23 2014

EPISODE #

1025-181

1025/181

Production :

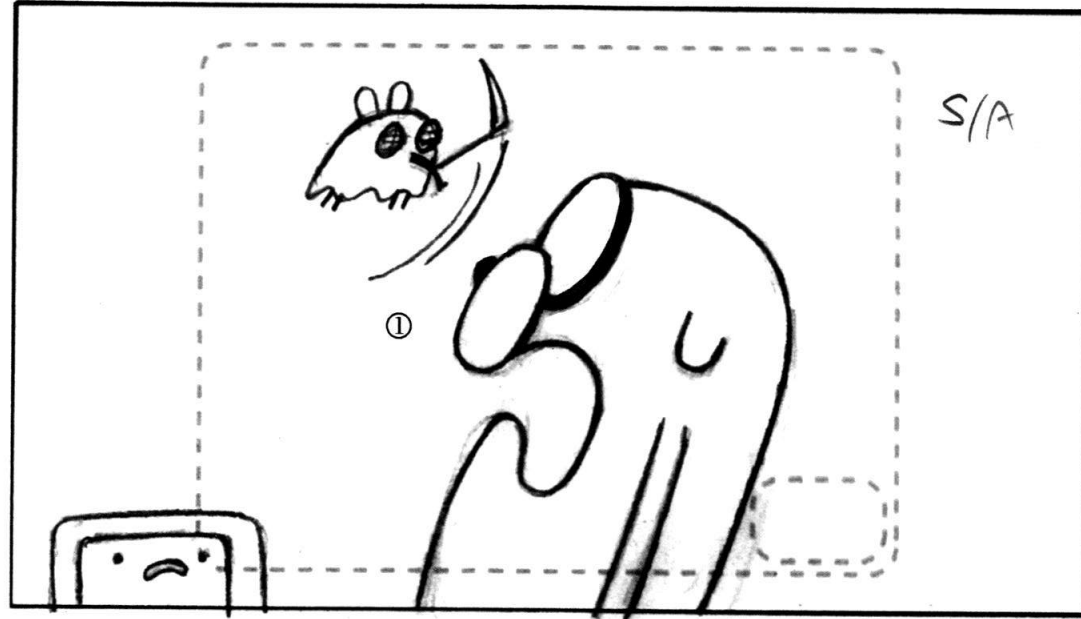
1025/181

ADVENTURE TIME

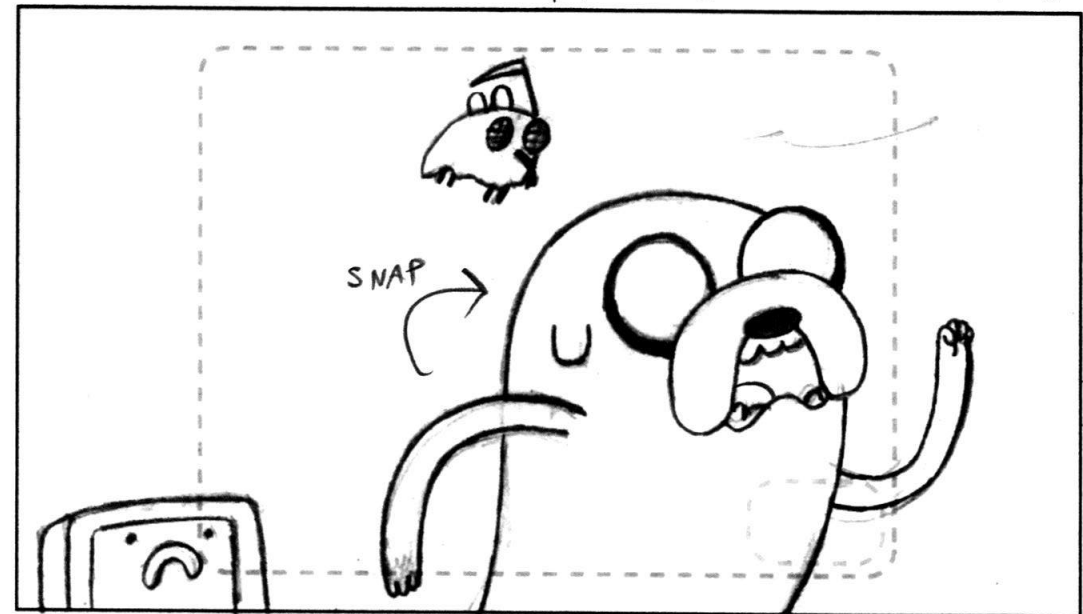


Page **79**

Sc. **64 cont** Pnl. **H** Bg. day night



Sc. **64 cont** Pnl. **I** Bg. day night



<p>Dialog:</p> <p><u>SFX: NWHOOOSH X</u></p>		<p><u>J: [PANICKED BREATHING]</u></p>	
<p>Action: <u>GHOST FLY TAKES A SWIPE.</u></p>		<p><u>JAKE INTO RUN (MAYBE RUNNING ON SPOT, TO START)</u></p>	
<p>Timing:</p>		<p>APR 23 2014</p>	



EPISODE #

Production :

1025-181
1025/181

1025/181

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1025/181

ADVENTURE TIME

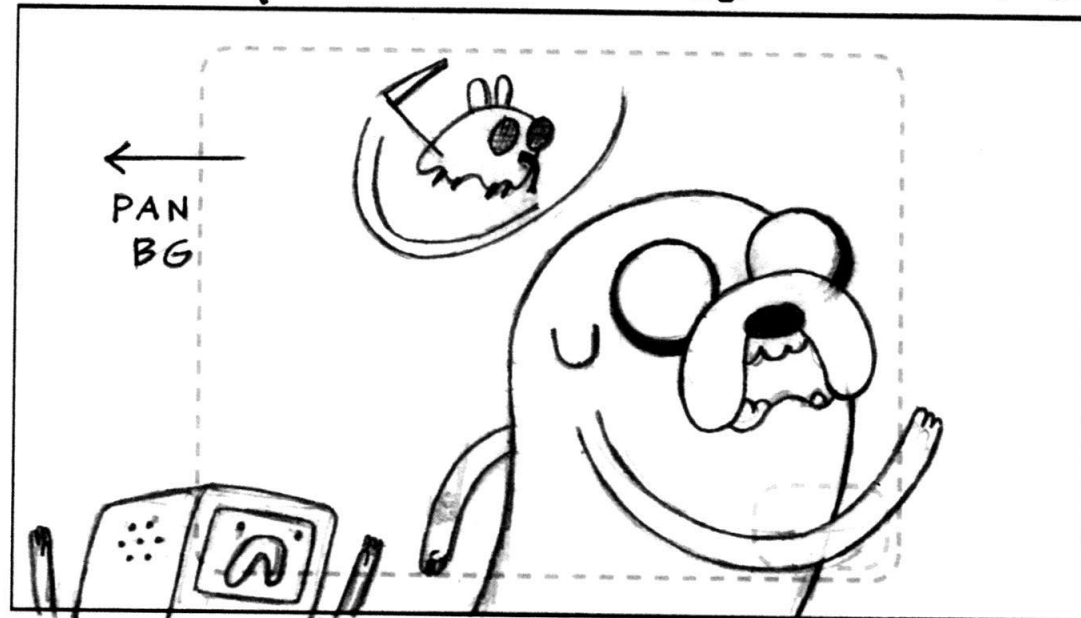


Sc.

64 cont Pnl. J

Bg.

day night



Dialog:

SFX: *WHOOOSH*

BMO: RUN - JUST RUN!

Action:

GHOST FLY SWIPES AT JAKE

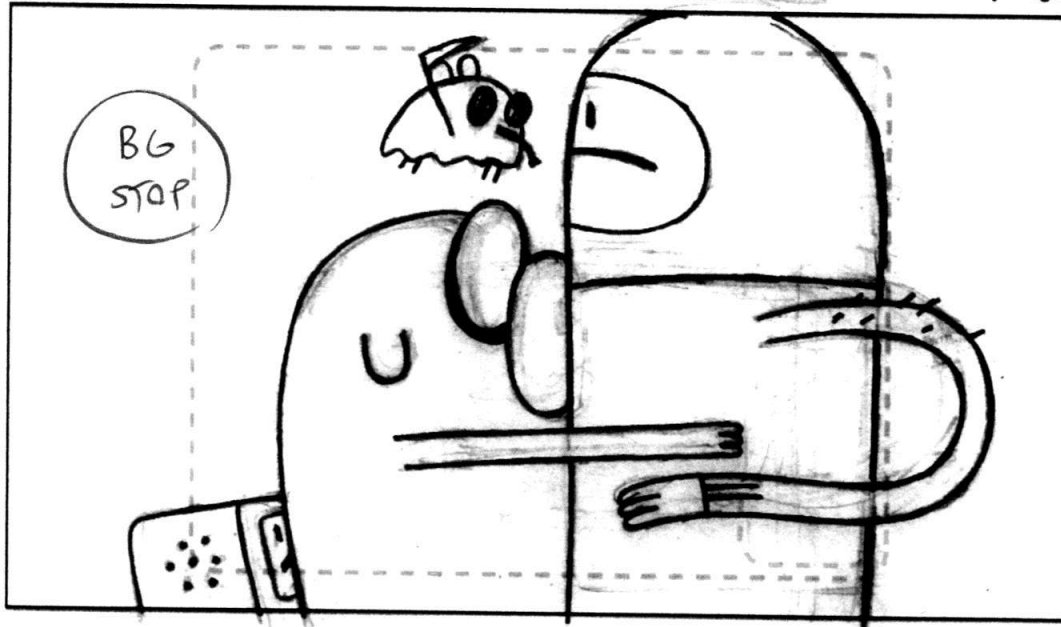
Timing:

Sc.

64 cont Pnl. K

Bg.

day night



SFX: WHAM!

FJB: [IMPACT]

- THEY ALL COLLIDE
- MAYBE CAMERA SHAKE

APR 23 2014

Production :

EPISODE #

1025-181

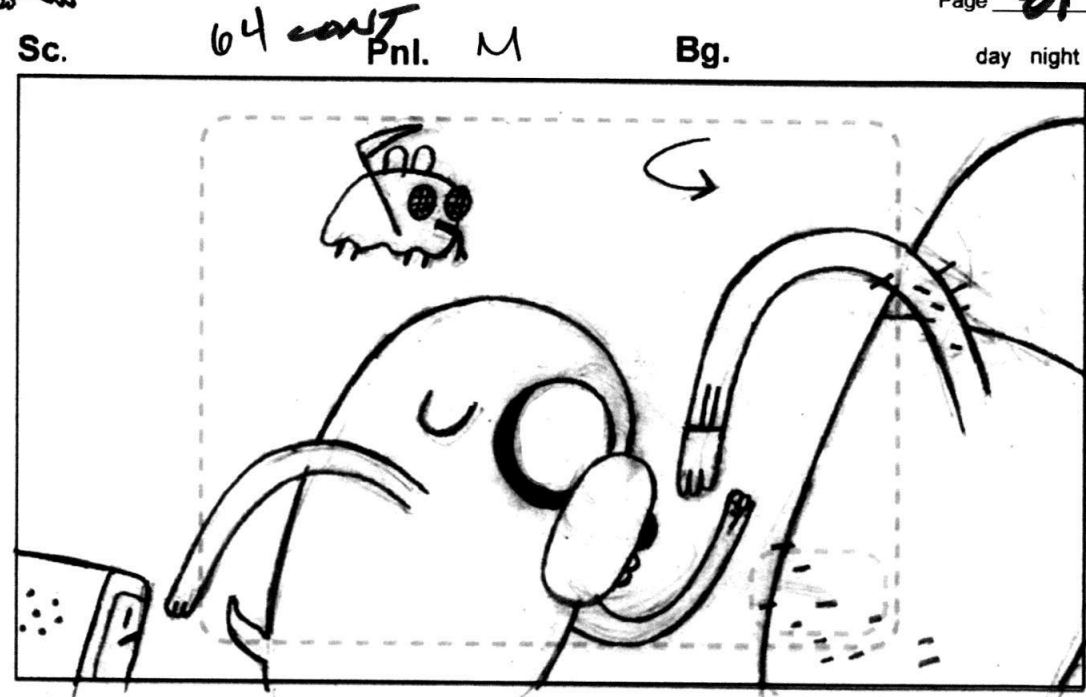
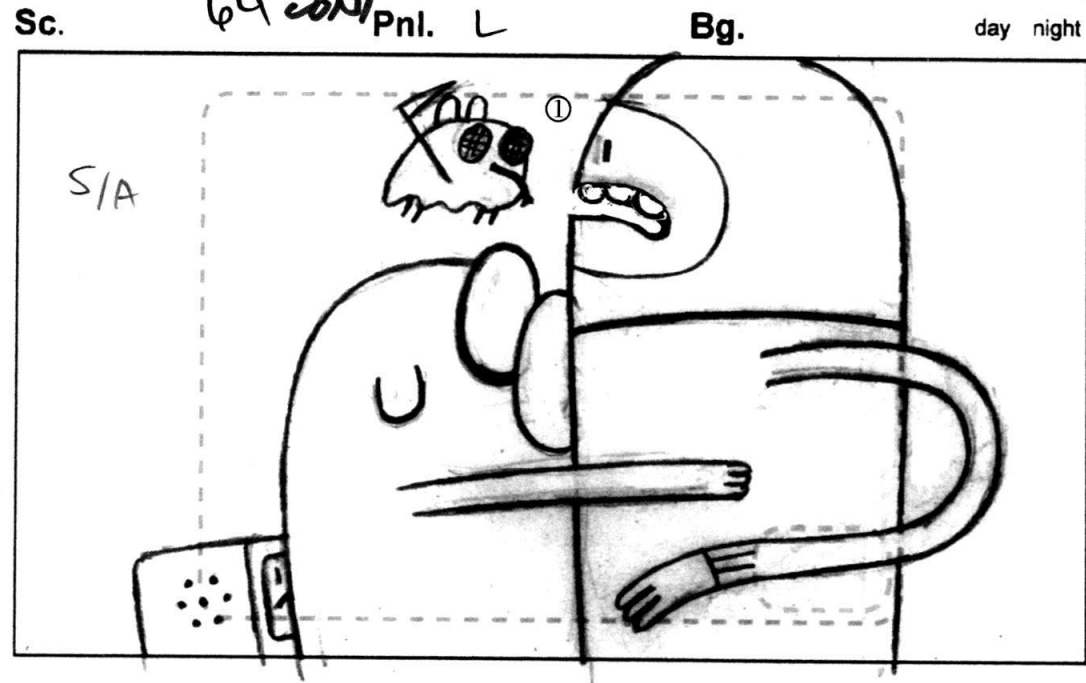
1025/181

1025/181

ADVENTURE TIME



Page 81



Dialog:

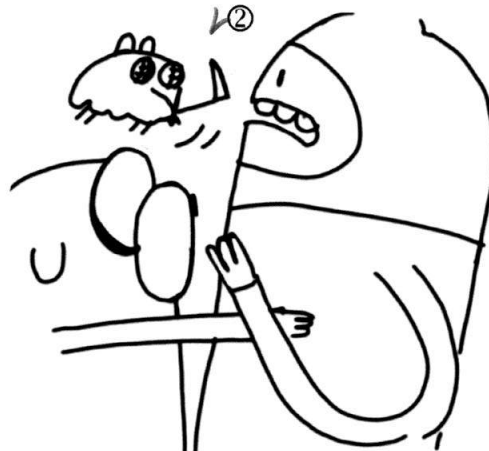
F: AY-YI-YI-YI

Action:

Timing:

- F. TURNS TO RUN.

APR 23 2014



EPISODE #

Production :

1025-181

1025/181

1025/181

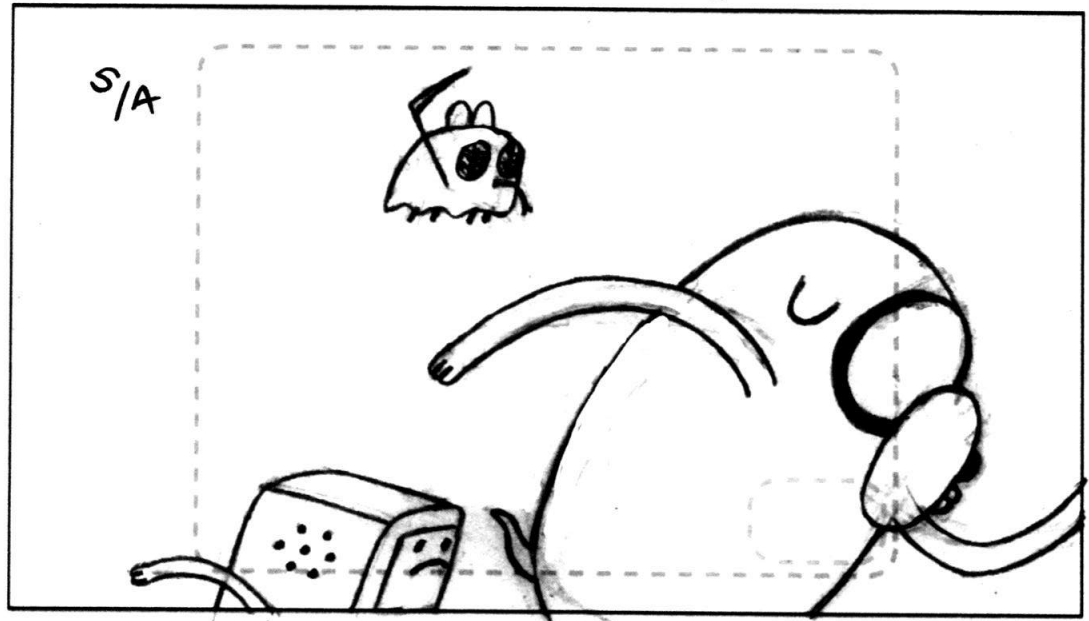
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1025/181

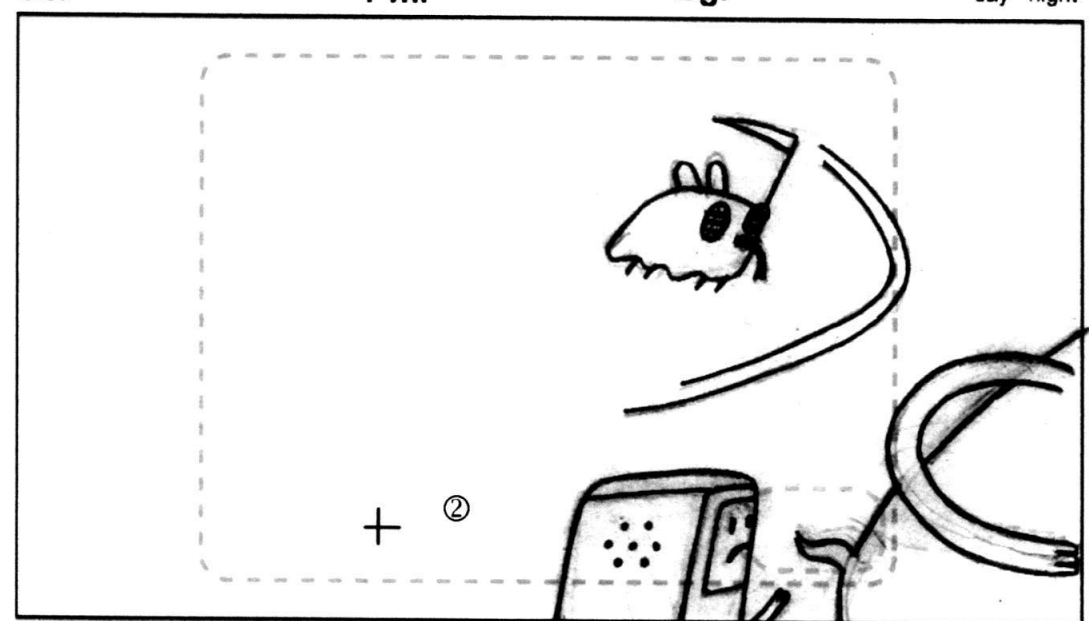
ADVENTURE TIME



Sc. *64 cont* Pnl. *N* Bg. day night



Sc. *64 cont* Pnl. *O* Bg. day night



Dialog:

Action: - F, J + B RUN OFFS

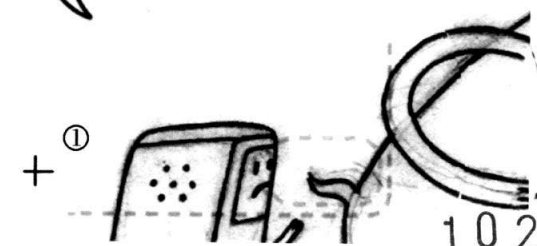
Timing:

SFX: * WHOOSH *

GHOST FLY SWIPES



APR 23 2014



1025-181

EPISODE #

1025/181

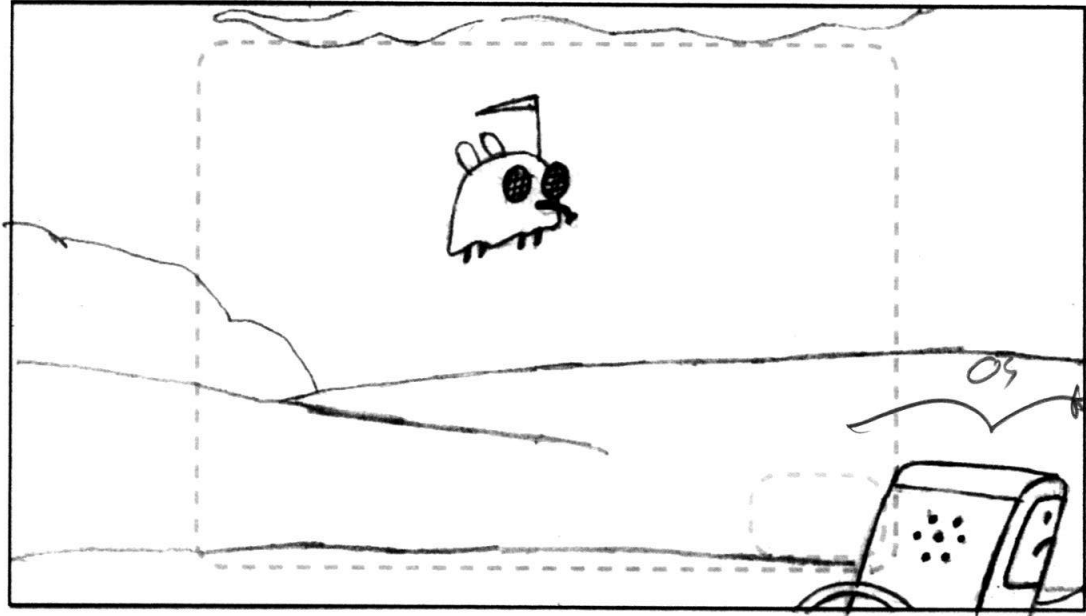
Production :

1025/181

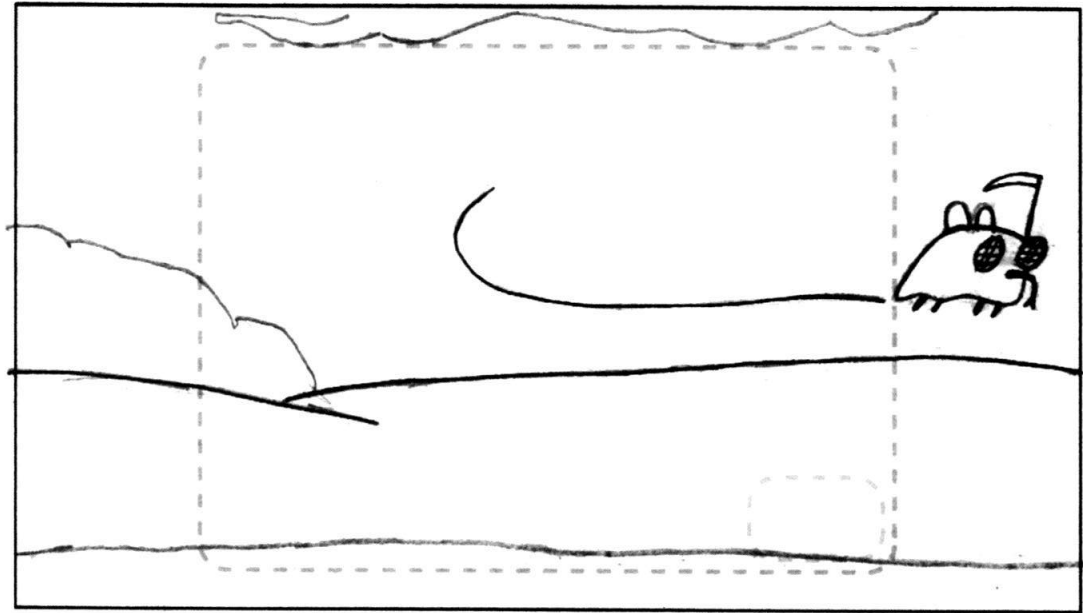
ADVENTURE TIME



Sc. 64 *CONT* Pnl. P Bg. day night



Sc. 64 *CONT* Pnl. Q Bg. day night



Dialog:

GF: WOOOOO

Action:

- GF FLOATS AFTER THEM.

Timing:

APR 23 2014

EPISODE #

1025-181

1025/181

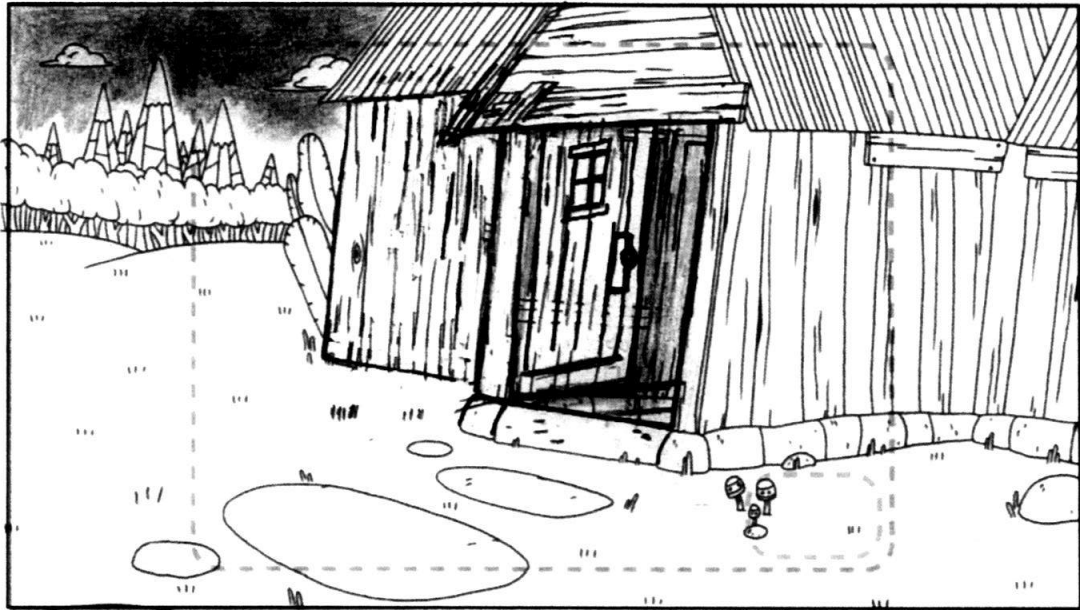
Production :

1025/181

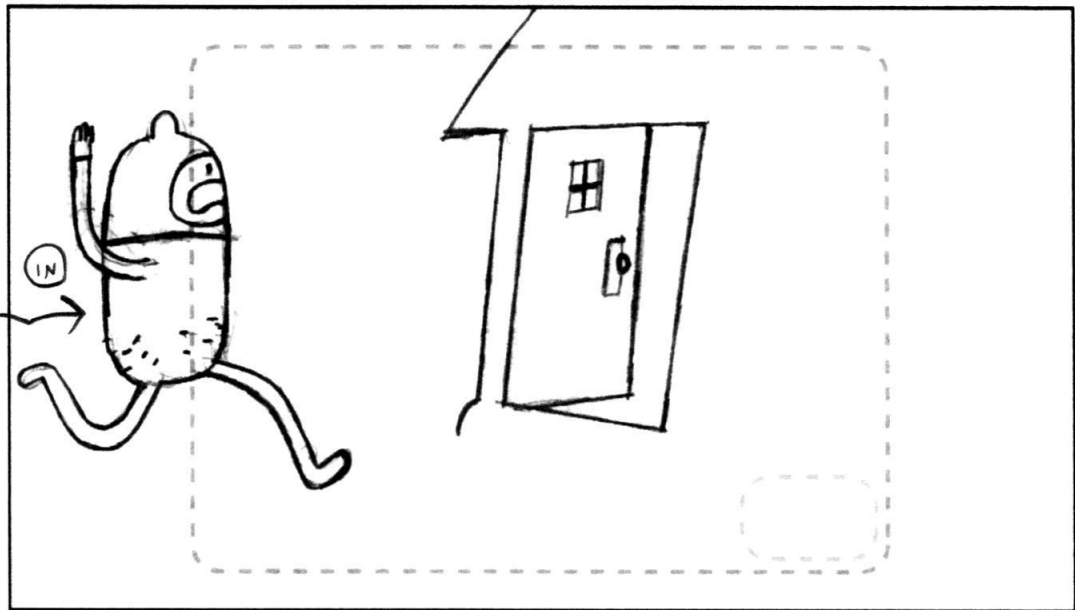
ADVENTURE TIME



Sc. 65 Pnl. A Bg. day night



Sc. 65 cont Pnl. B Bg. day night



Dialog:	
Action:	ALL RUN INTO TREEHOUSE.
Timing:	APR 23 2014

1025-181

EPISODE #

1025/181

Production :

1025/181

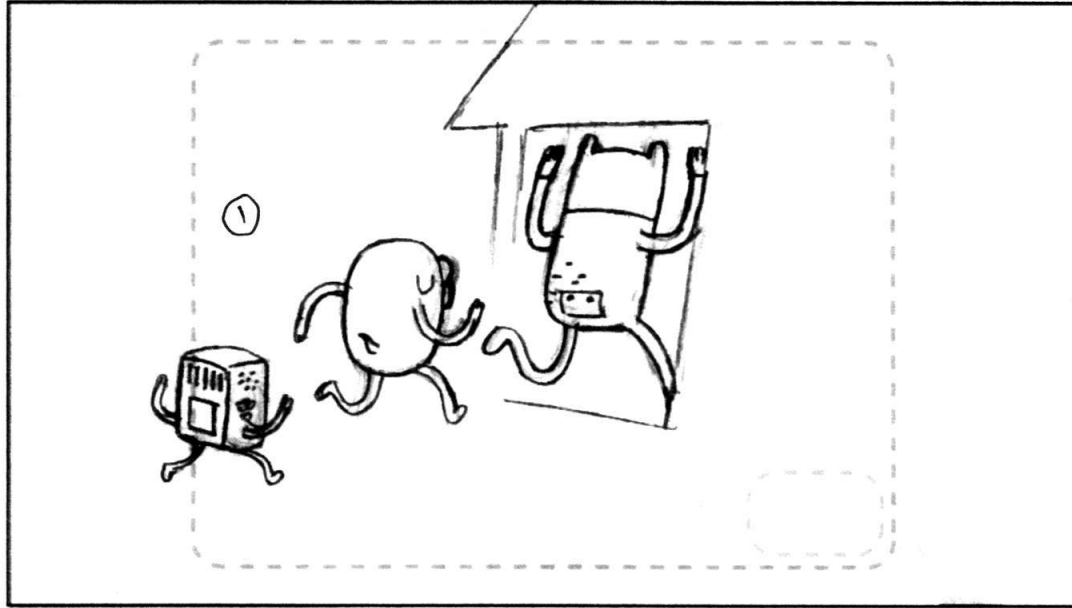
1025/181

ADVENTURE TIME

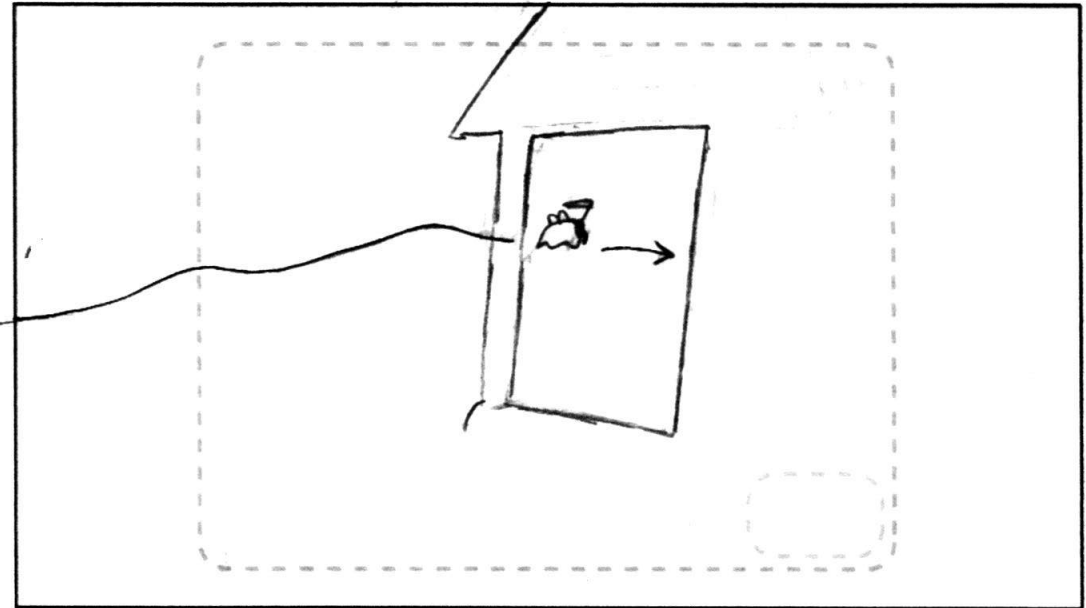


Page **85**

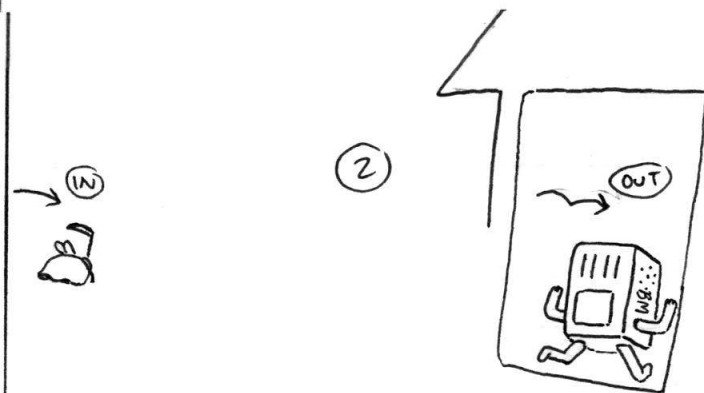
Sc. **65 CONT** Pnl. **C** Bg. day night



Sc. **65 CONT** Pnl. **D** Bg. day night



Dialog:



- G.F. FLIES ON/S AND INTO T. HOUSE,

APR 23 2014

EPISODE #

1025-181

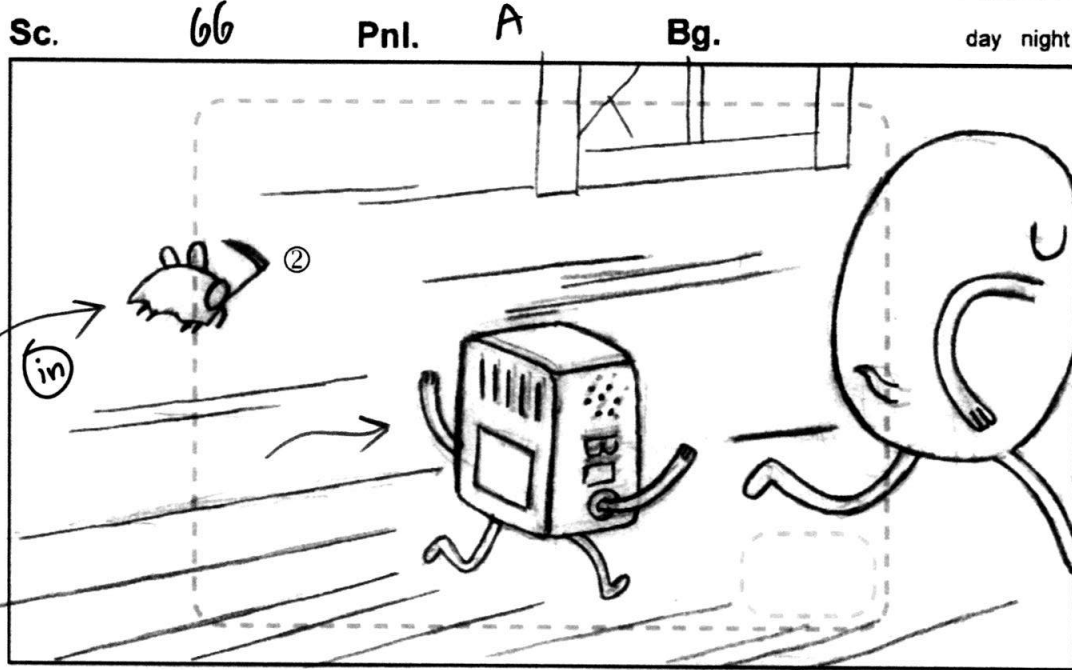
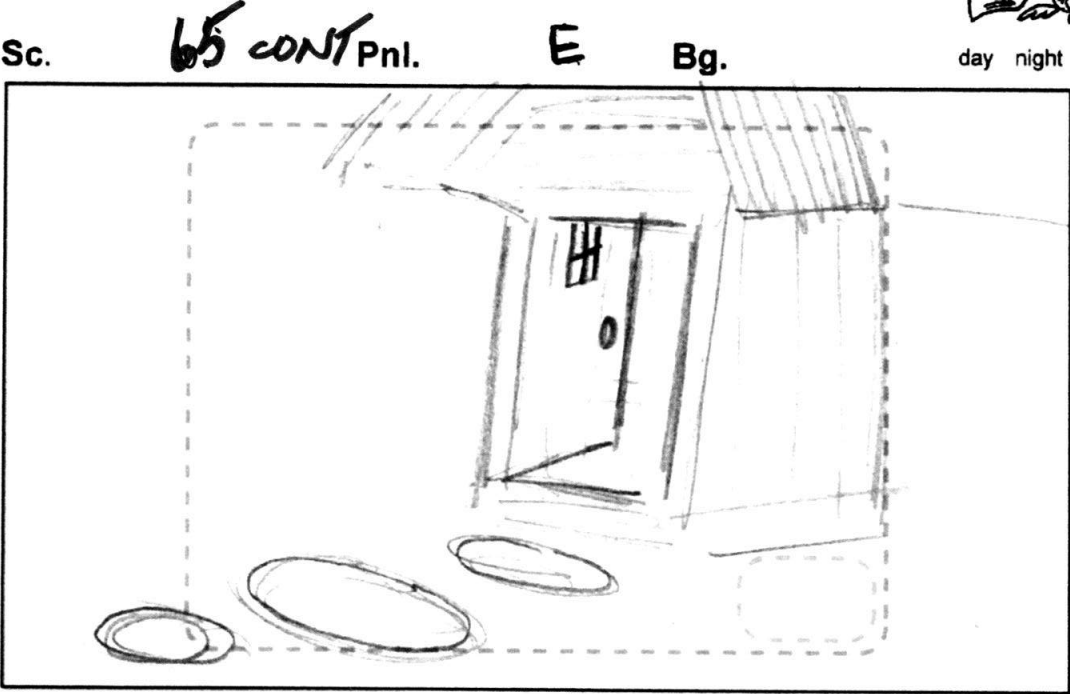
1025/181

Production :

1025/181

1025/181

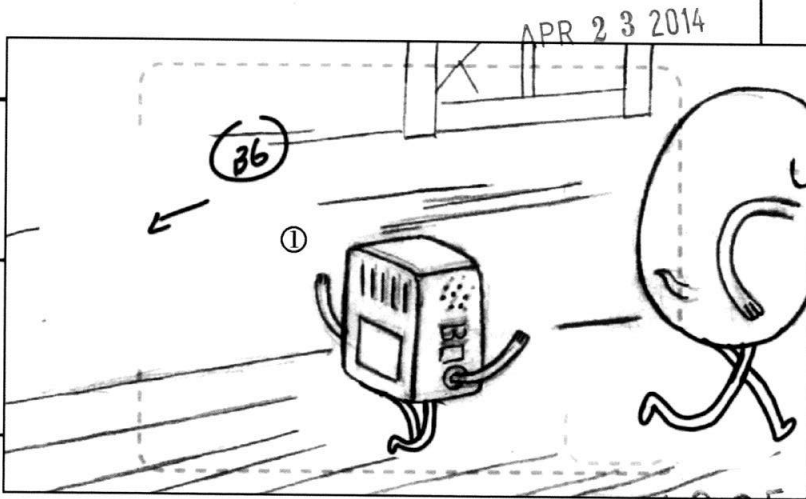
ADVENTURE TIME



Dialog:

Action: - ON BMO RUNNING.
- (NO PAN)

Timing:



1025/181

1025-181

1025/181

EPISODE #

Production :

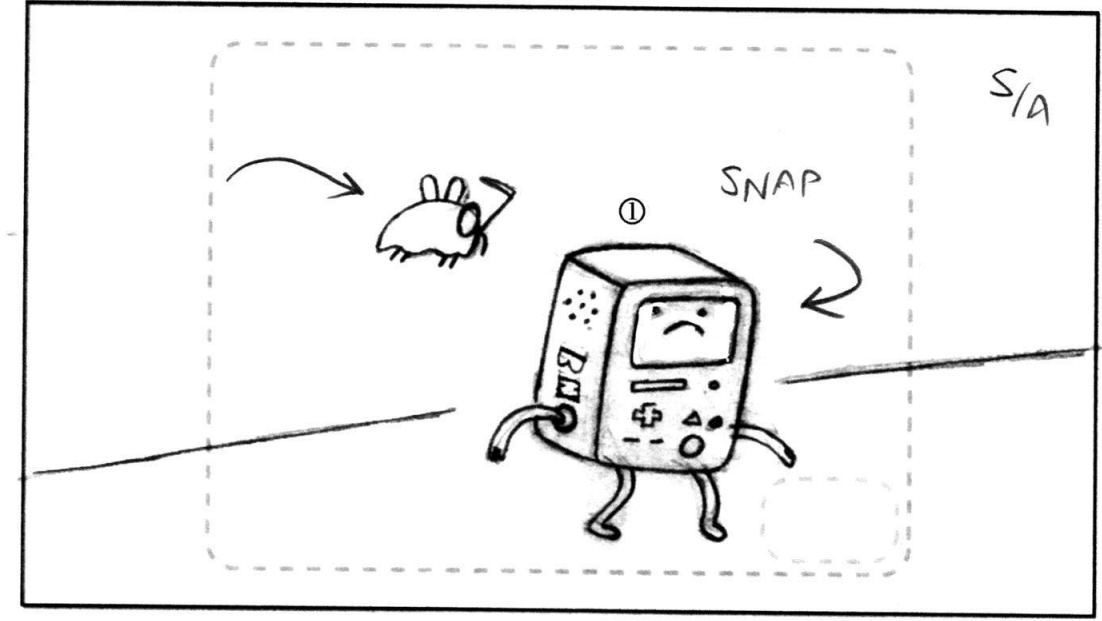
1025/181

1025/181

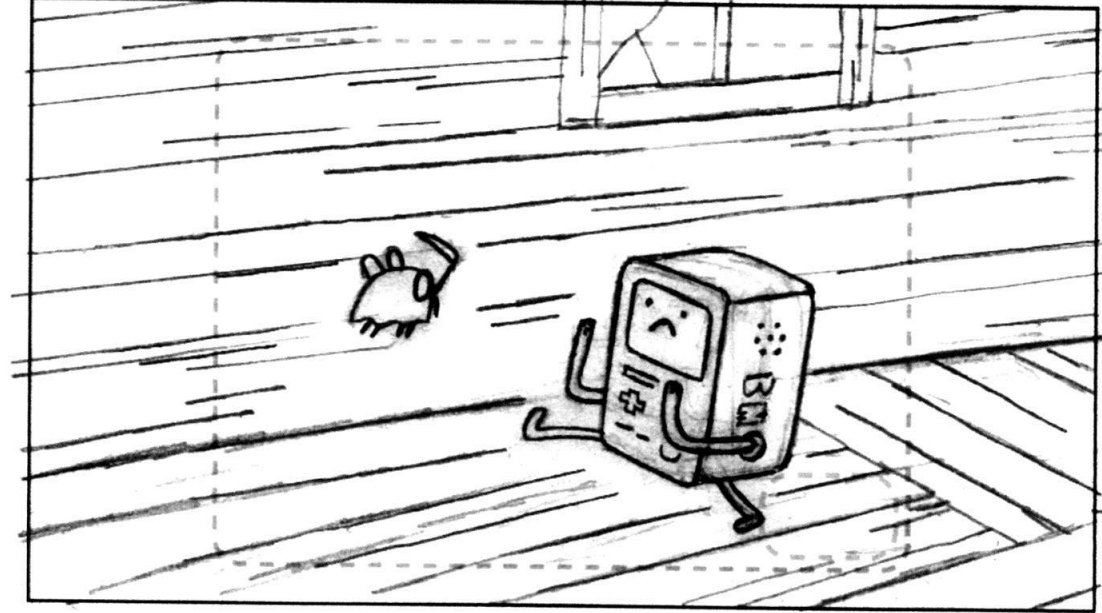
ADVENTURE TIME



Sc. *66 cont* Pnl. *b* Bg. day night



Sc. *66 cont* Pnl. *c* Bg. day night



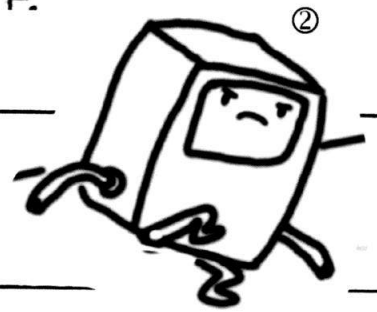
Dialog:

BMO: [GRUNT]

Action: *- BMO STOPS AND TURNS TO G.F.* *BMO ANTIC.*

Timing:

APR 23 2014



EPISODE #
1025-181

Production :

1025/181

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1025/181

1025/181

ADVENTURE TIME



Sc.

66 cont Pnl.

1

Bg.

day night

Sc.

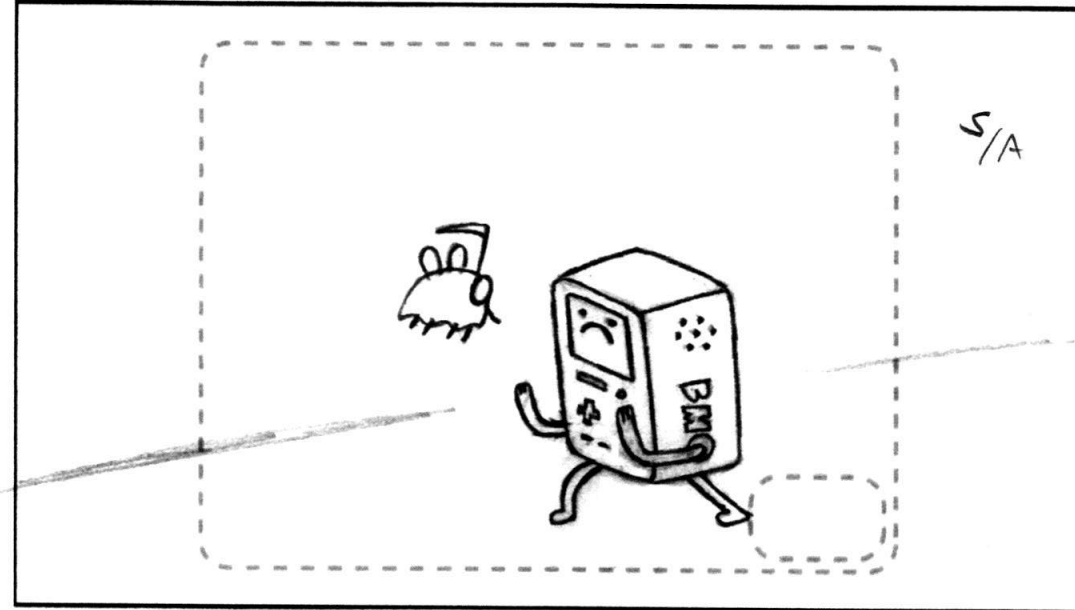
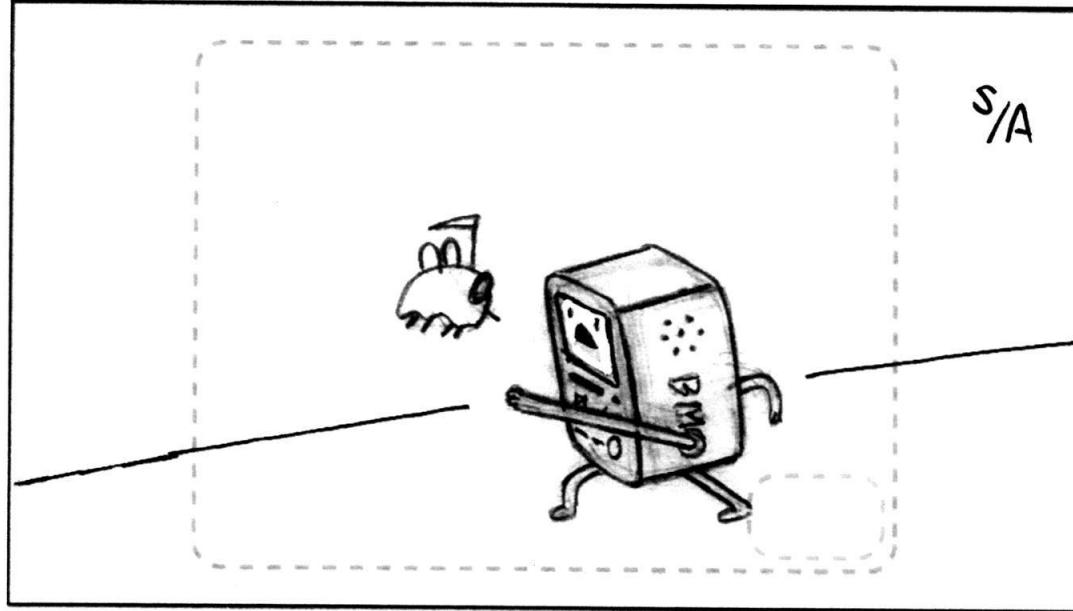
66 cont Pnl.

6

Bg.

Page 88

day night



Dialog:

BMO: KYA!

Action:

BMO KARATE MOVE.

BMO ANTICS ANOTHER MOVE.

Timing:

APR 23 2014

EPISODE #

1025-181

Production :

1025/181

1025/181

ADVENTURE TIME



Sc.

66 cont Pnl.

f

Bg.

day night

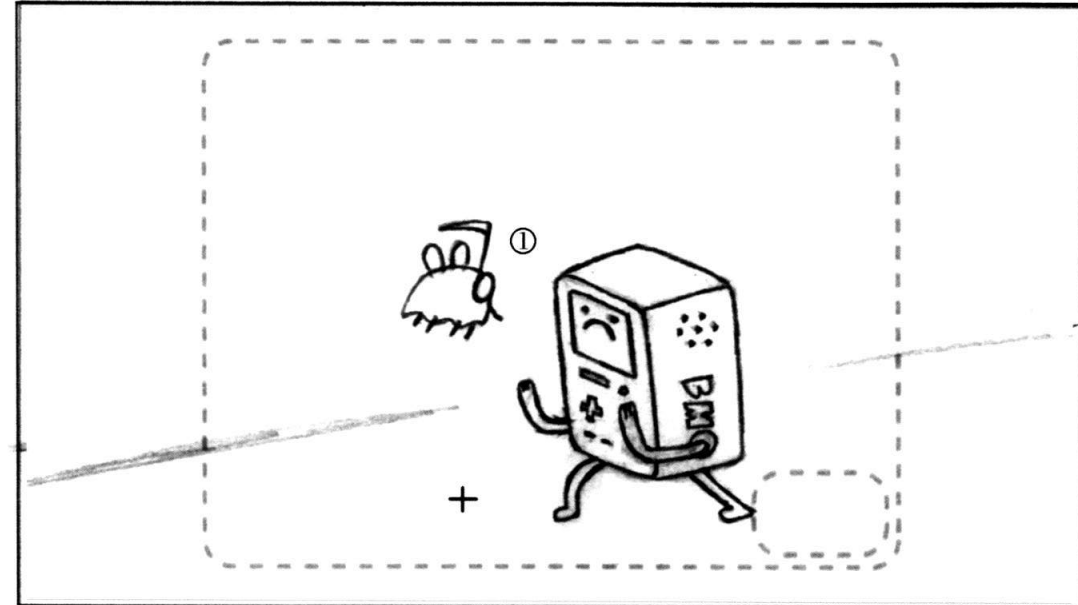
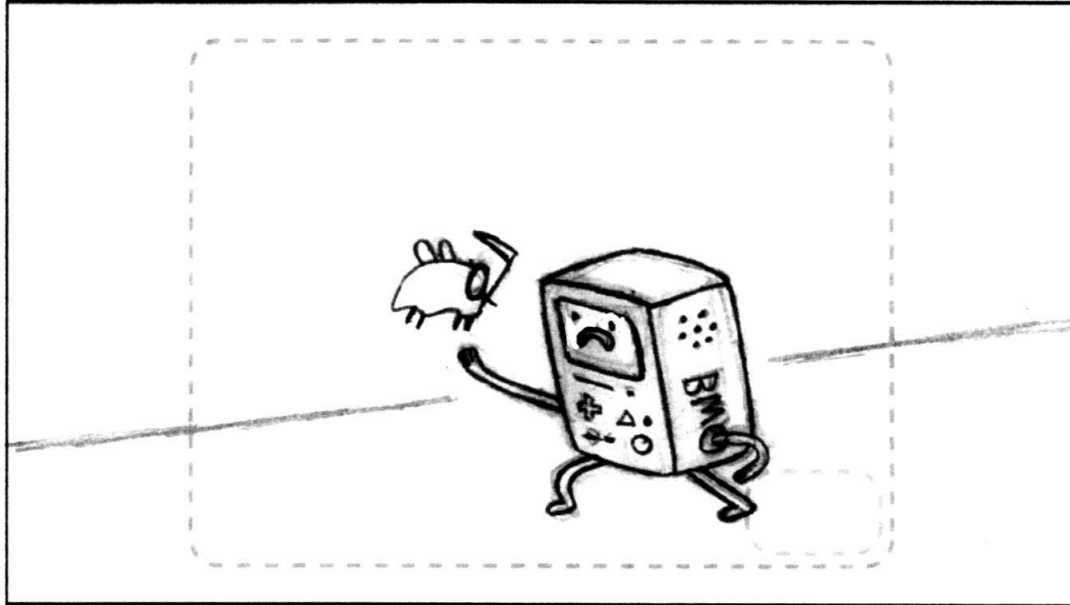
Sc.

66 cont Pnl.

6

Bg.

Page 89
89A NEXT
day night



Dialog:

BMO: KEEYA!

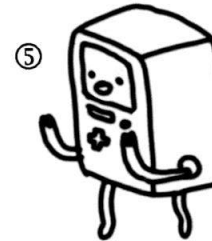
BMO: OH!

Action:

- KARATE MOVE

GHOST FLY MOTIONS WITH SCYTHER
AND BMO FLOATS UP.

Timing:



APR 23 2014

Production :

EPISODE # 1025-181

1025/181

1025/181

1025/181



ADVENTURE TIME

Page 89A
90NLT
day night

Sc. 66 *CONT*

Pnl. H

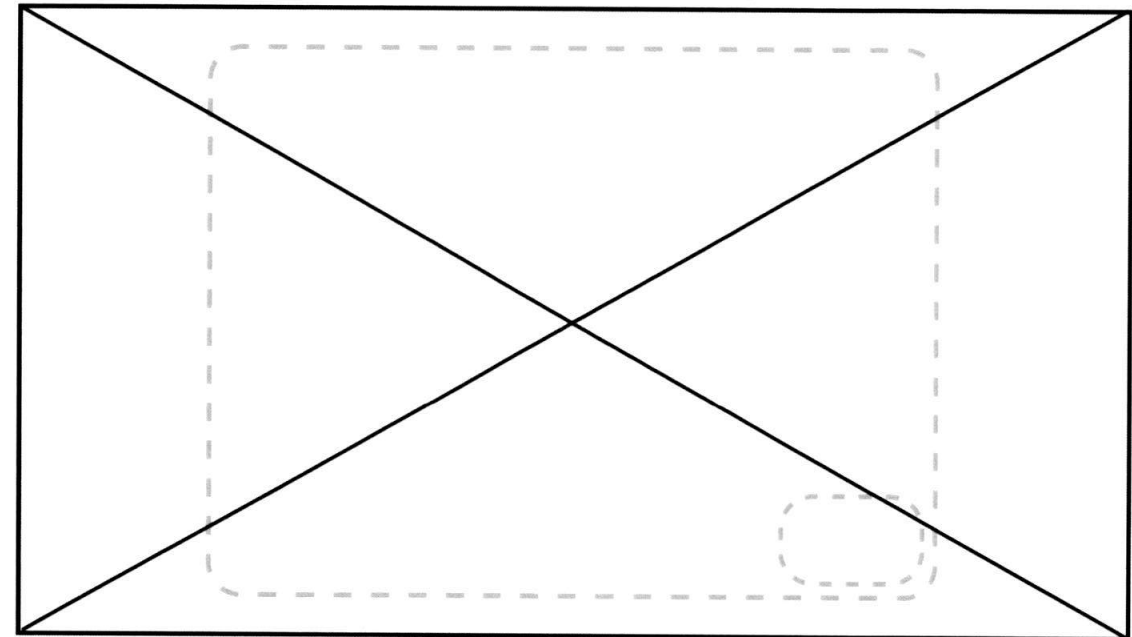
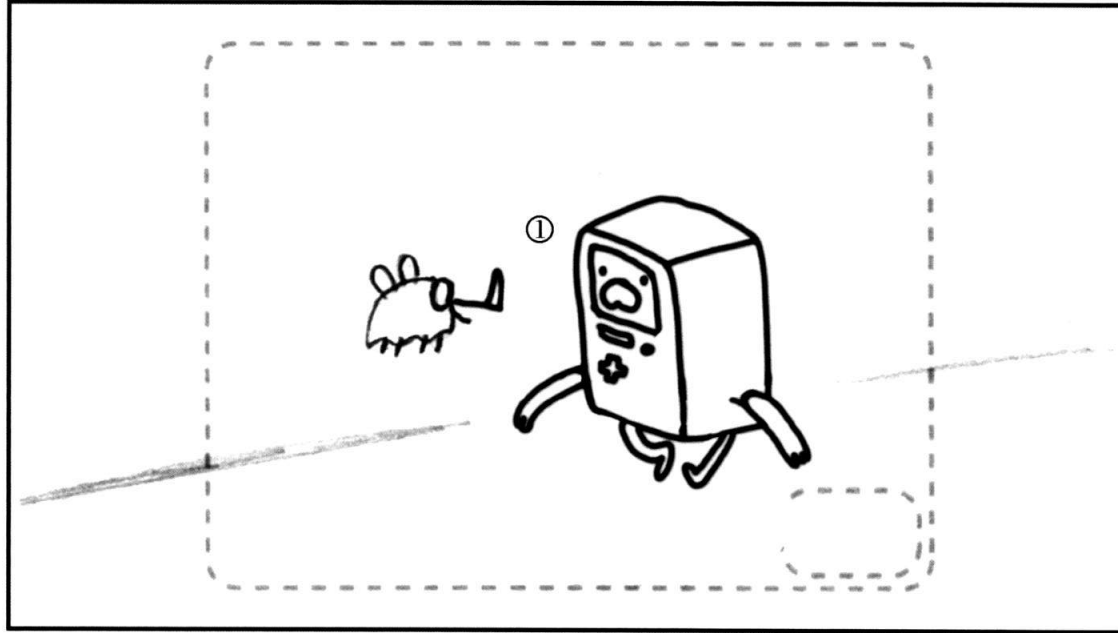
Bg.

day night

Sc.

Pnl.

Bg.

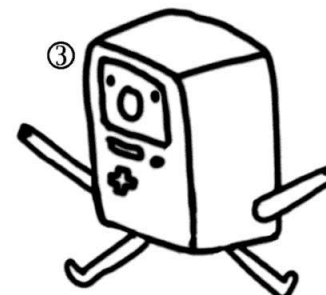
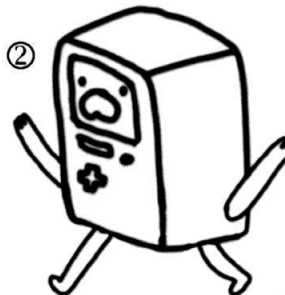


Dialog:

BMO/ wahhh!

Action:

Timing:



APR 23 2014

EPISODE # 1025-181

1025/181

Production:

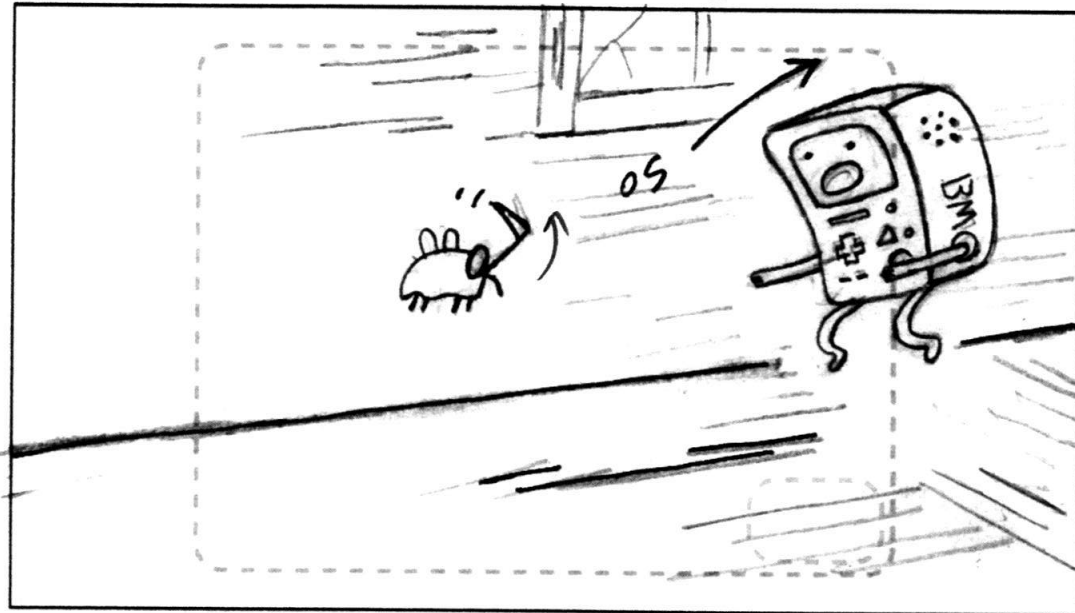
1025/181

ADVENTURE TIME

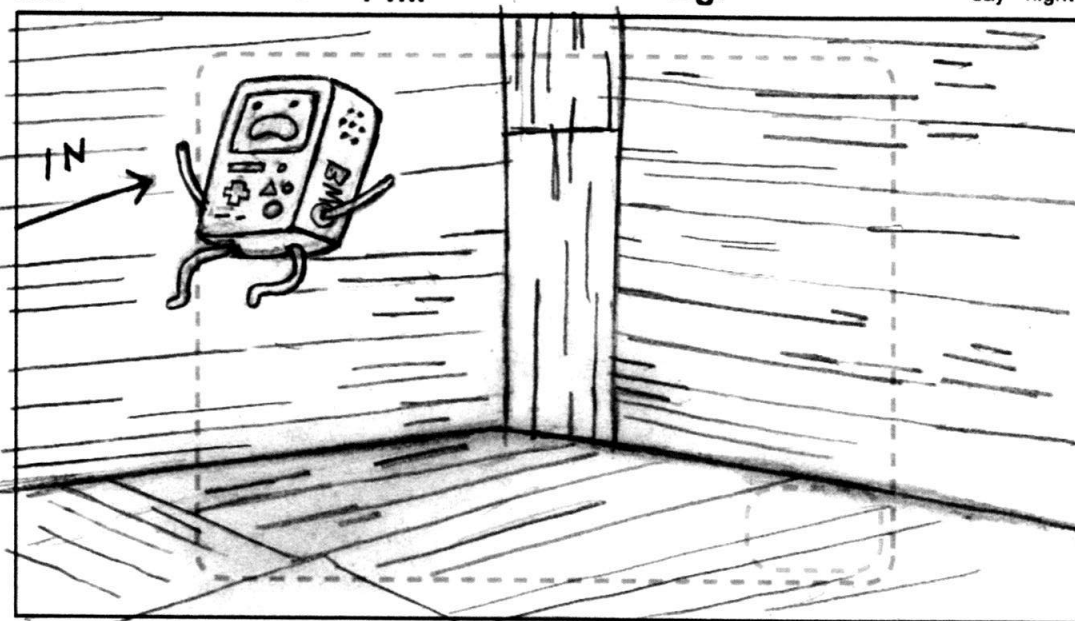


Page 90

Sc. 66 cont Pnl. I Bg. day night



Sc. 67 Pnl. A Bg. day night



Dialog:	<u>BMO = AAH!</u>
Action:	- BMO IS FLUNG OFF-SCREEN. - BMO FLIES ON/S
Timing:	

APR 23 2014

EPISODE # 1025-181
1025/181
Production :
1025/181

1025/181

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ADVENTURE TIME



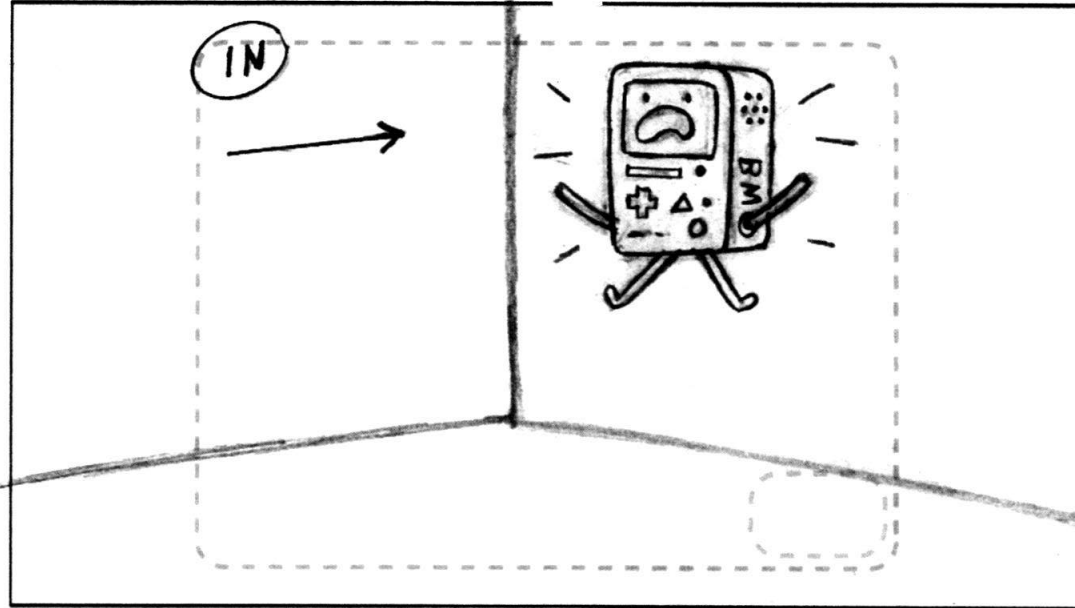
Page 91

Sc.

67 cont Pnl. B

Bg.

day night

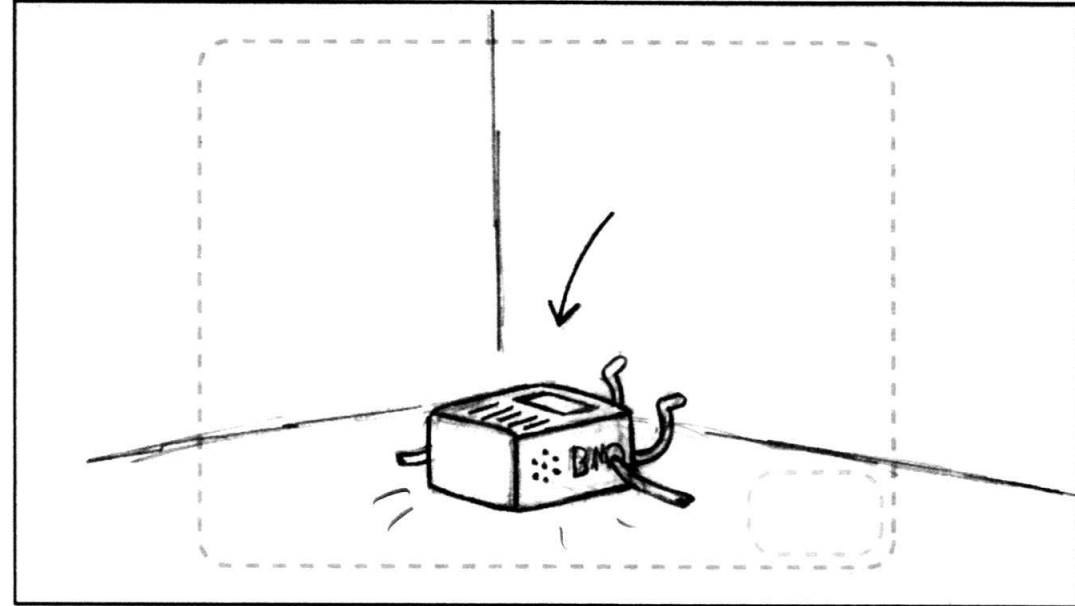


Sc.

67 cont Pnl. C

Bg.

day night



Dialog:

SFX: * WHAM! *

SFX: THUMP.

Action:

BMO HITS WALL.

BMO HITS FLOOR.

APR 23 2014

Timing:

EPISODE #

1025-181

1025/181

Production :

1025/181

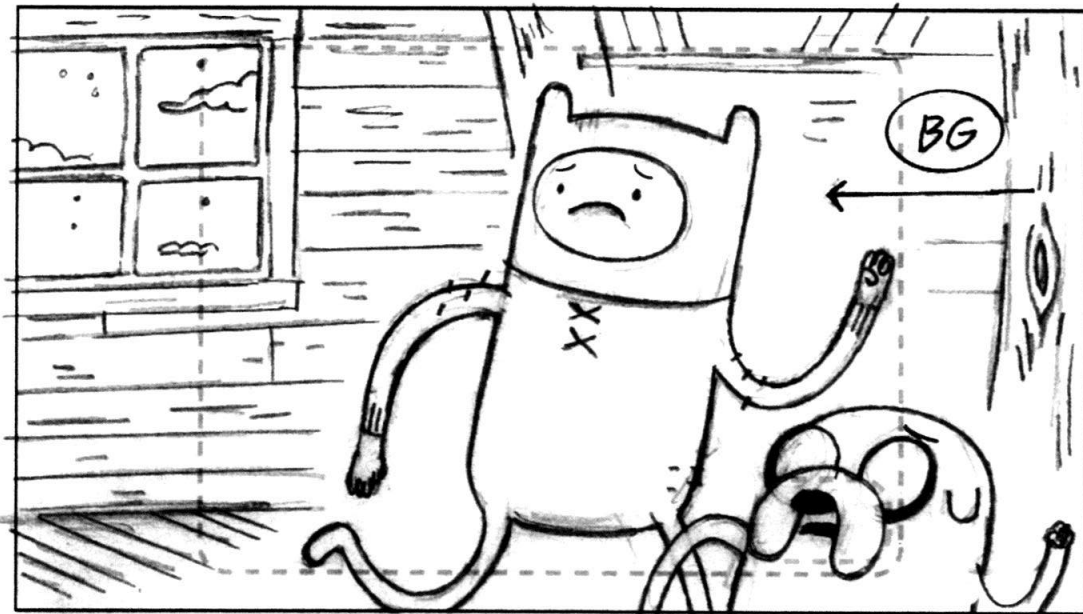
1025/181

ADVENTURE TIME

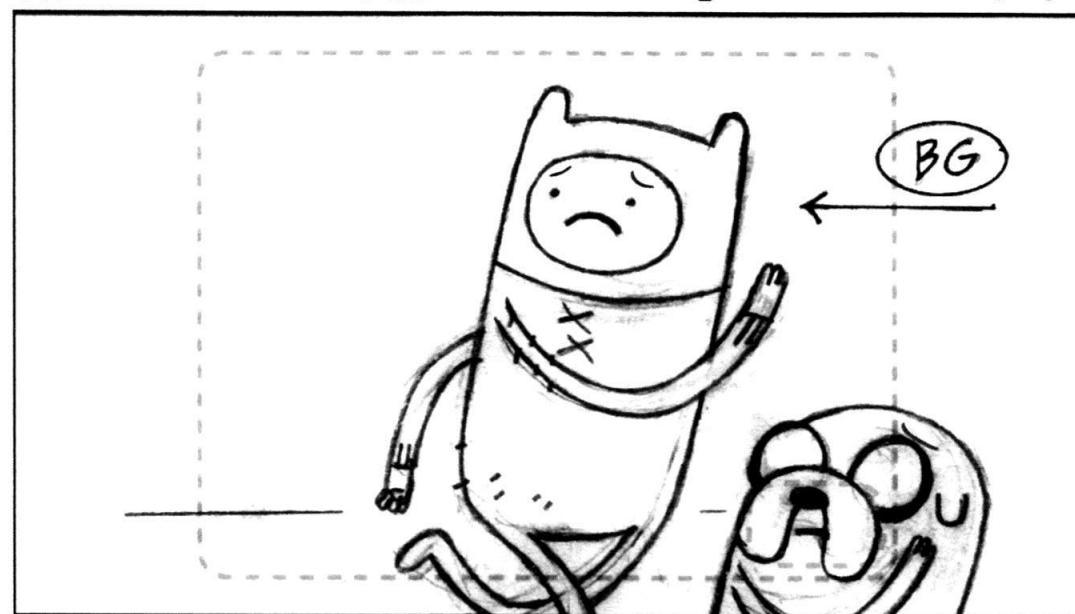


Page 92

Sc. 68 Pnl. A Bg. day night



Sc. 68 cont Pnl. B Bg. day night



Dialog:

J: WE SHOULD ASK...

Action:

Timing:

J: ...WHAT ITS UNFINISHED
BUSINESS IS. GHOSTS
ALWAYS HAVE...

APR 23 2014

Production :

EPISODE #

1025-181

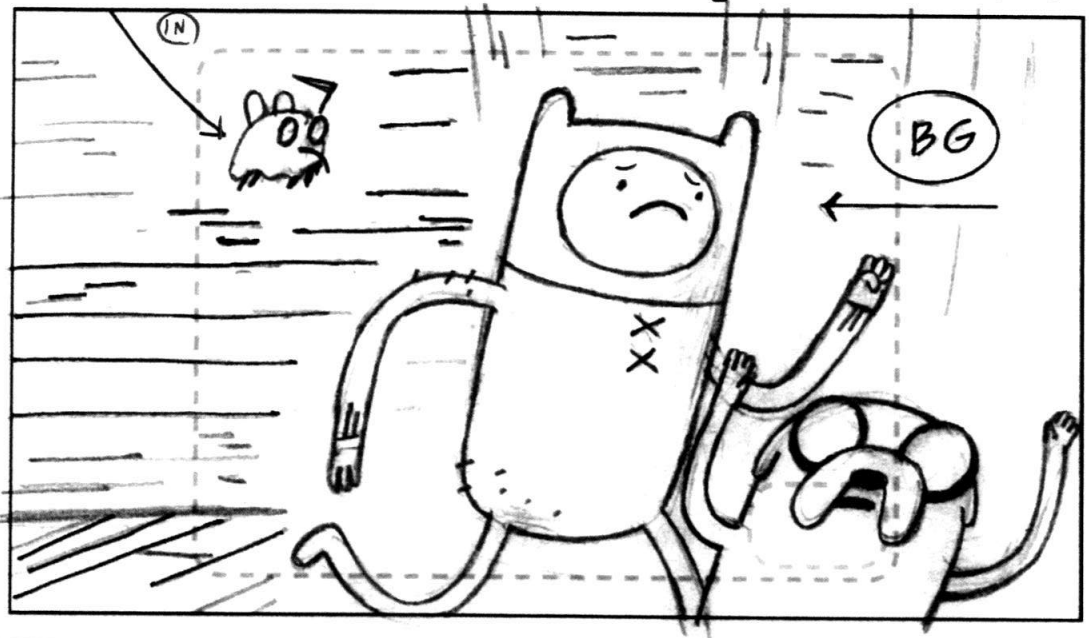
1025/181

1025/181

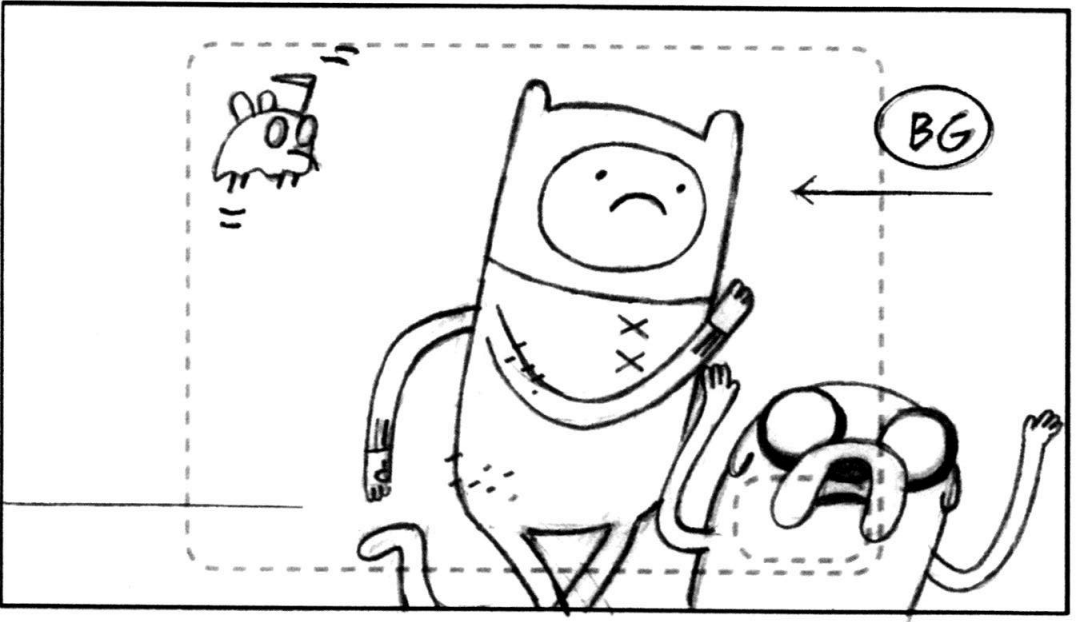
ADVENTURE TIME



Sc. 64 cont Pnl. C Bg. day night



Sc. 64 cont Pnl. D Bg. day night



Dialog:	J: ... UNFINISHED BUSINESS.	
Action:	- G.F. FLIES ON/S.	(B POSE)
Timing:	APR 23 2014	

EPISODE # 1025-181

Production :

1025/181

1025/181

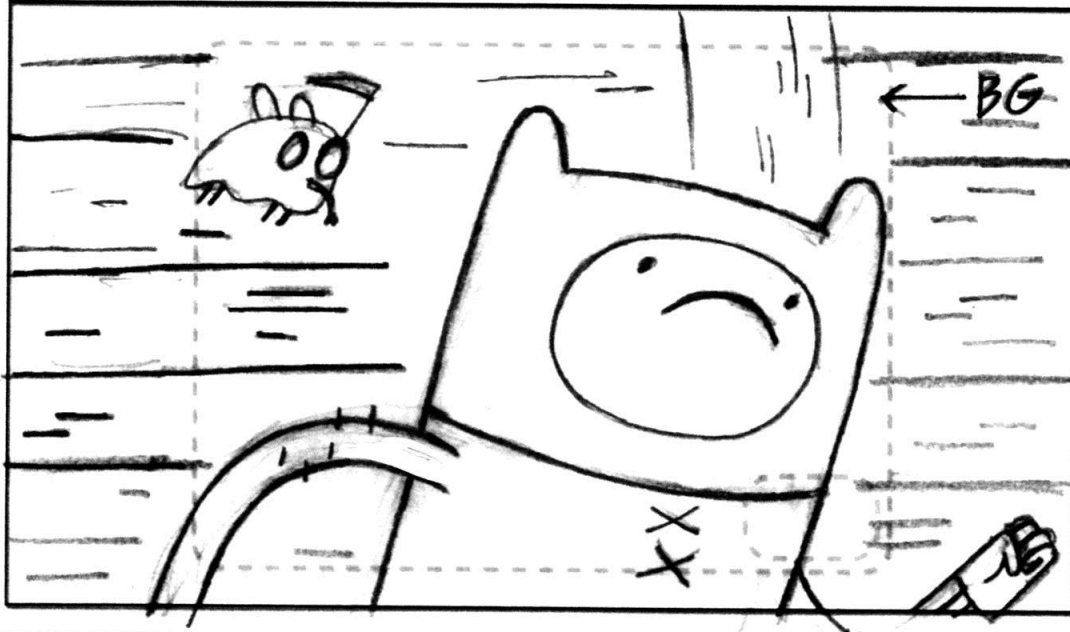
1025/181

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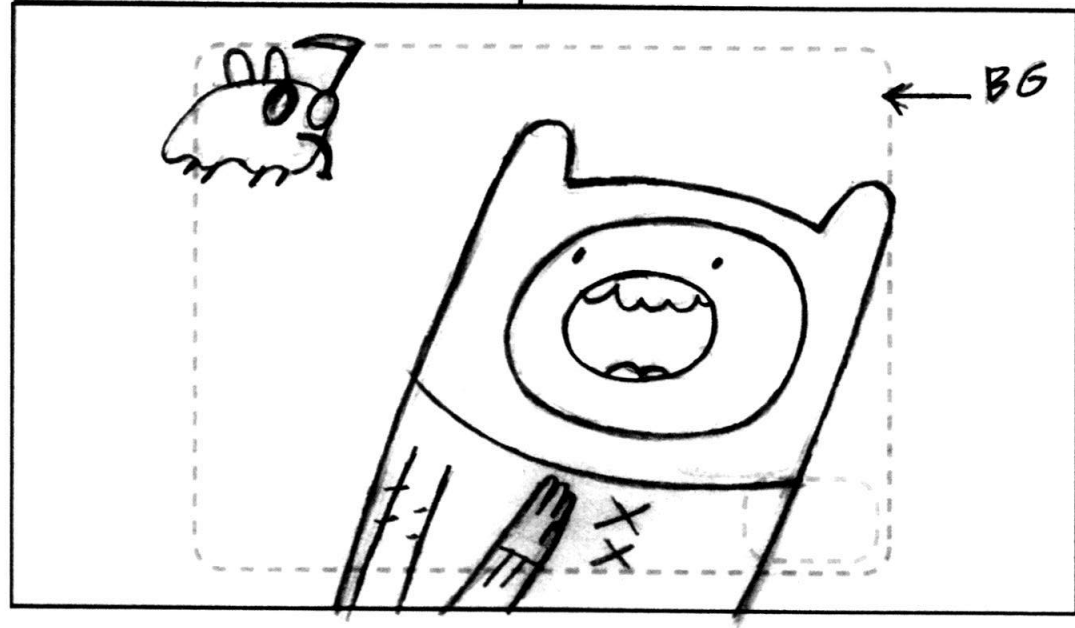
ADVENTURE TIME



Sc. 69 Pnl. A Bg. day night



Sc. 69 cont Pnl. B Bg. day night



Dialog:	<u>F</u> : GHOST FLY!
Action:	- F. YELLS OVER SHOULDER
Timing:	APR 23 2011

EPISODE # 1025-181

1025/181

Production :

ADVENTURE TIME



Page 95
day night

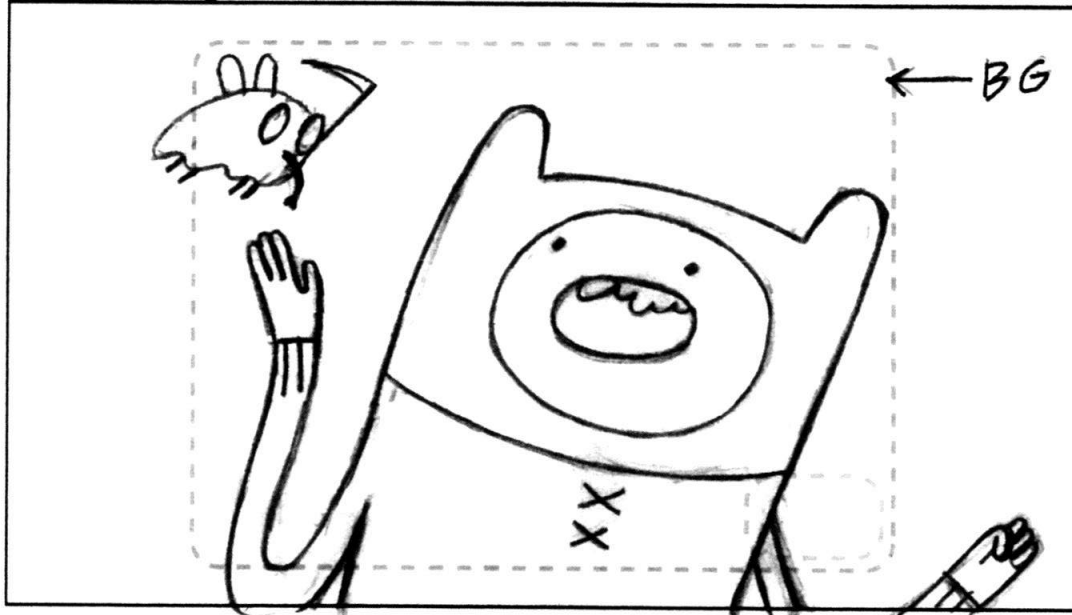
Sc.

69 cont Pnl.

C

Bg.

day night



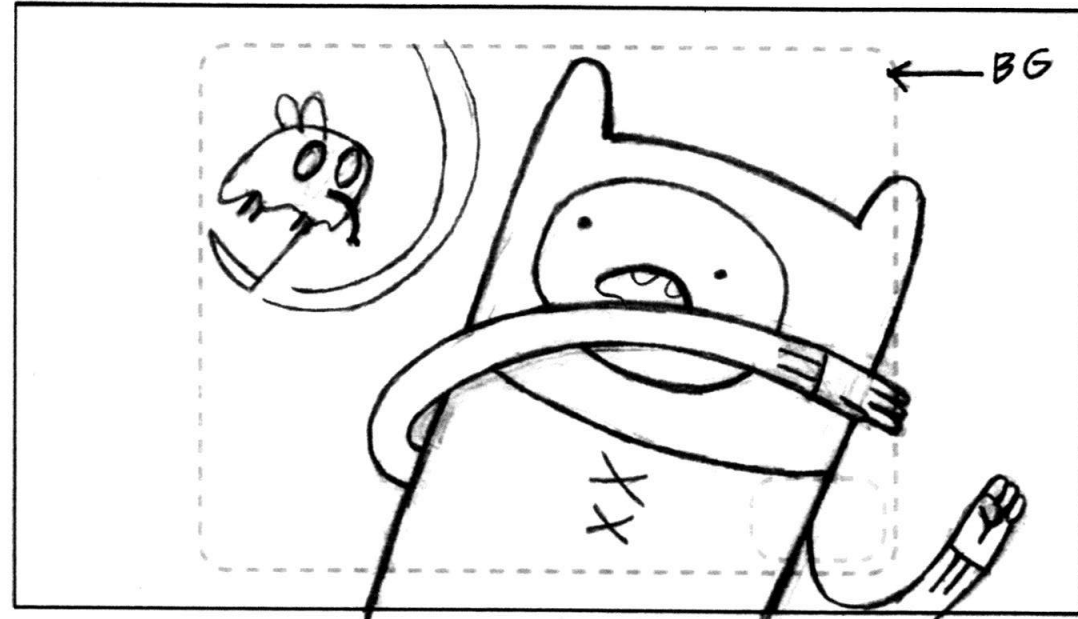
Sc.

69 cont Pnl.

D

Bg.

day night



Dialog:

F: WHAT'S YOUR PROBLEM!

SFX: WHOOSH!

F: YUH!

Action:

Timing:

APR 23 2014

EPISODE #

1025-181

1025/181

Production :

1025/181

ADVENTURE TIME



Page 96

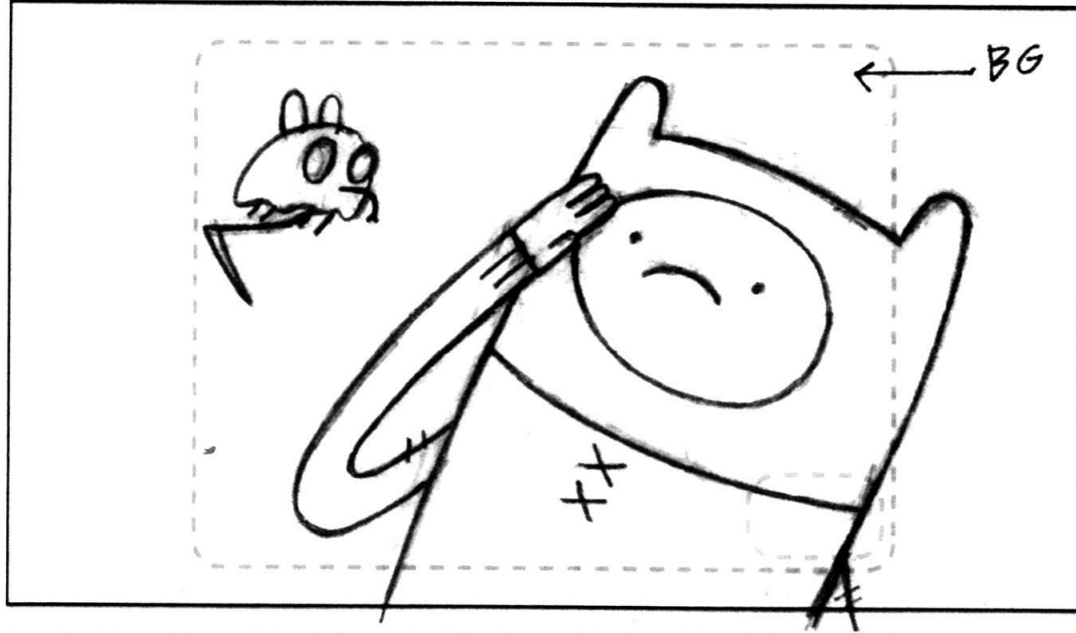
Sc.

69 cont Pnl.

E

Bg.

day night



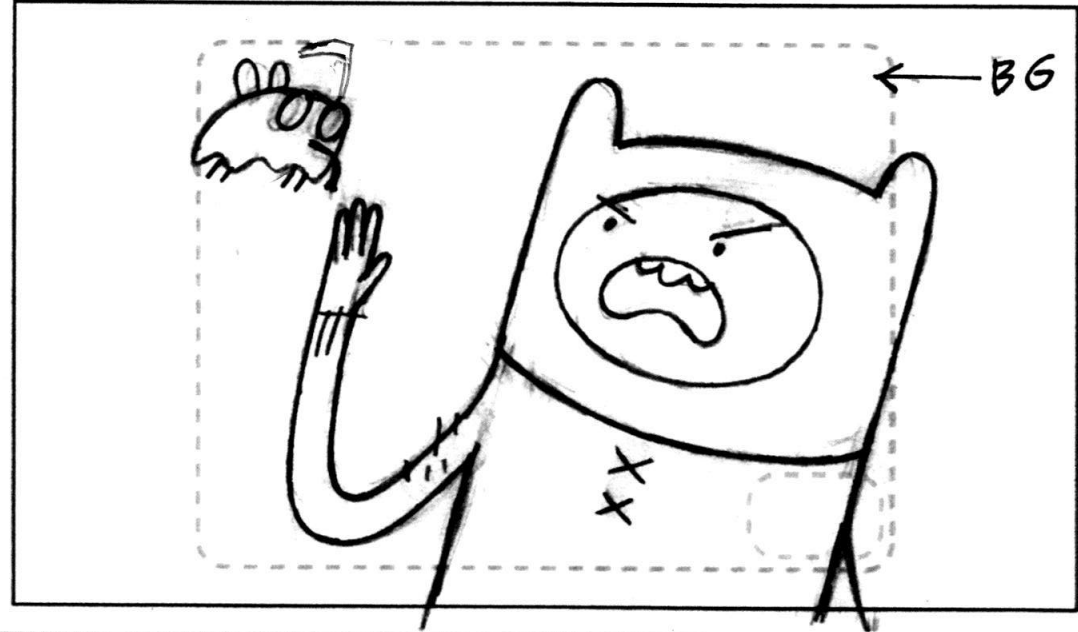
Sc.

69 cont Pnl.

F

Bg.

day night



Dialog:

F: C'MON, DUDE! TELL US YOUR UNFINISHED BUSINESS.

Action:

Timing:

APR 23 2014

EPISODE # 1025-181

1025/181

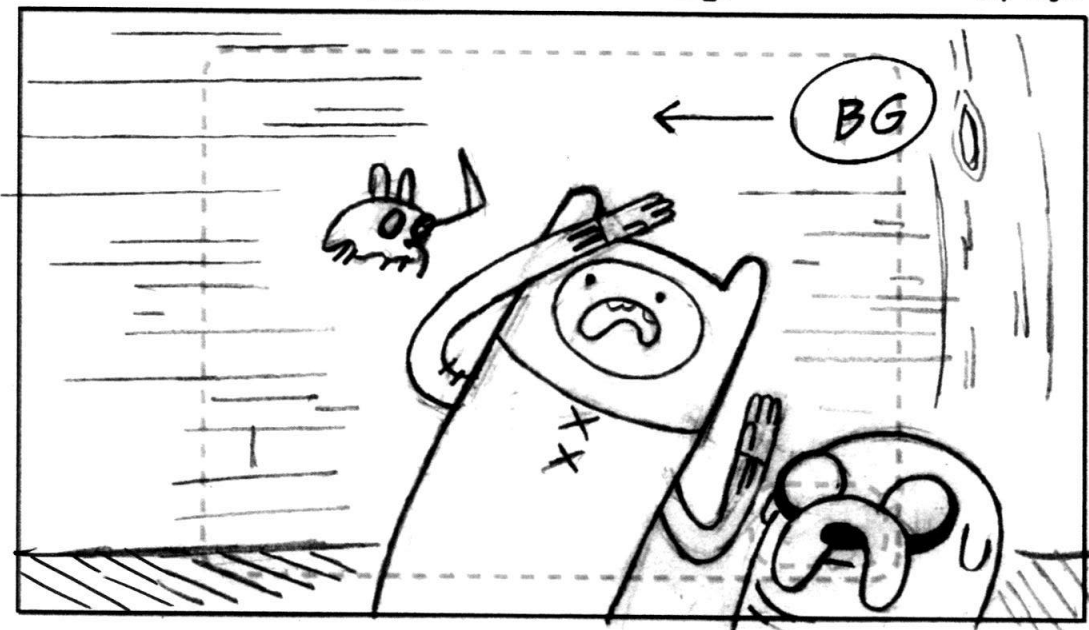
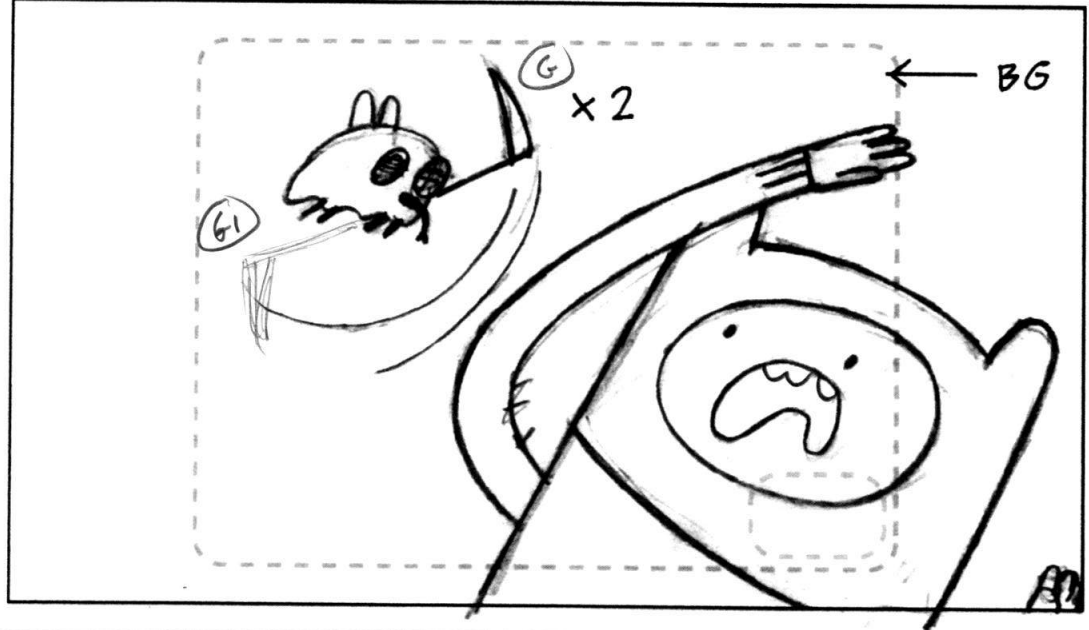
Production :

1025/181

ADVENTURE TIME



Sc. 69 cont Pnl. 6 Bg. day night Sc. 70 Pnl. A Bg. day night Page 97



Dialog:
F: AH!
SFX: * SWOOSH-SWOOSH! *

Action:
GHOST FLY SWIPES (x 2)

Timing:

F: 'S NO GOOD -

APR 23 2014

1025/181

EPISODE # 1025-181
1025/181
Production :

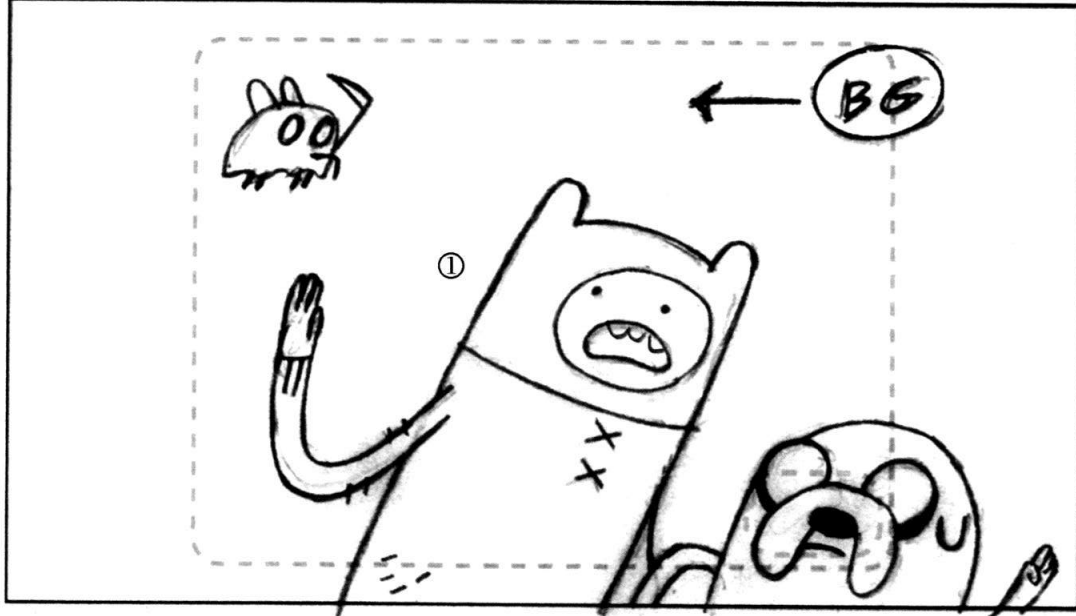
1025/181

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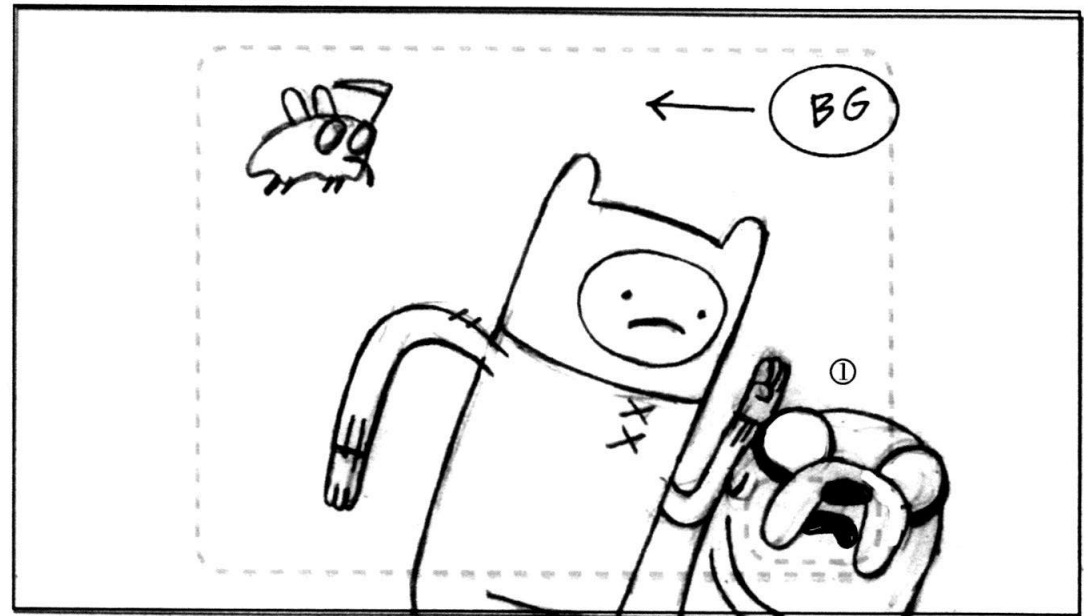
ADVENTURE TIME



Sc. **70 cont** Pnl. **B** Bg. day night



Sc. **70 cont** Pnl. **C** Bg. day night



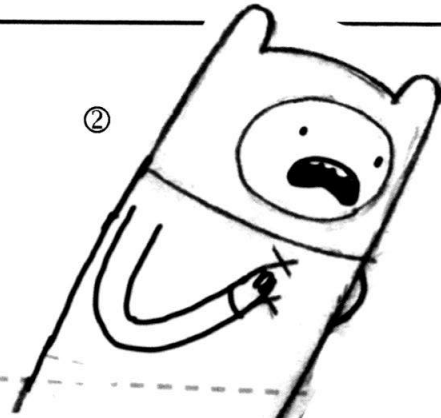
Dialog:

F/ He's a tortured little spirit. We need help to communicate with this ghost fly.

J: NAW, MAN, LET'S JUST GET SOMEONE TO BANISH IT.

Action:

Timing:



APR 23 2014

EPISODE #

1025-181

1025/181

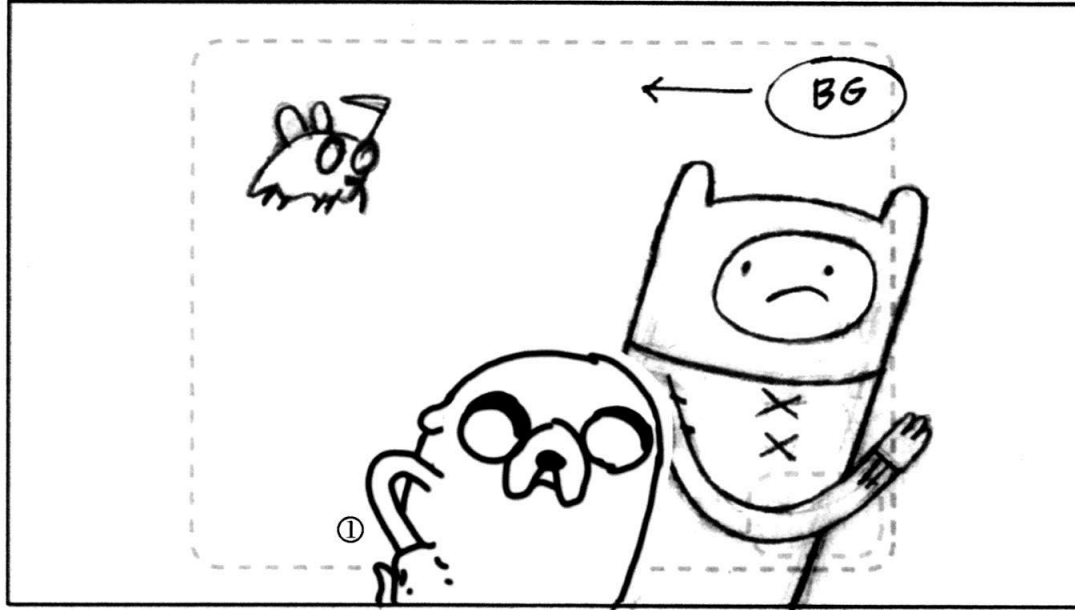
Production :

1025/181

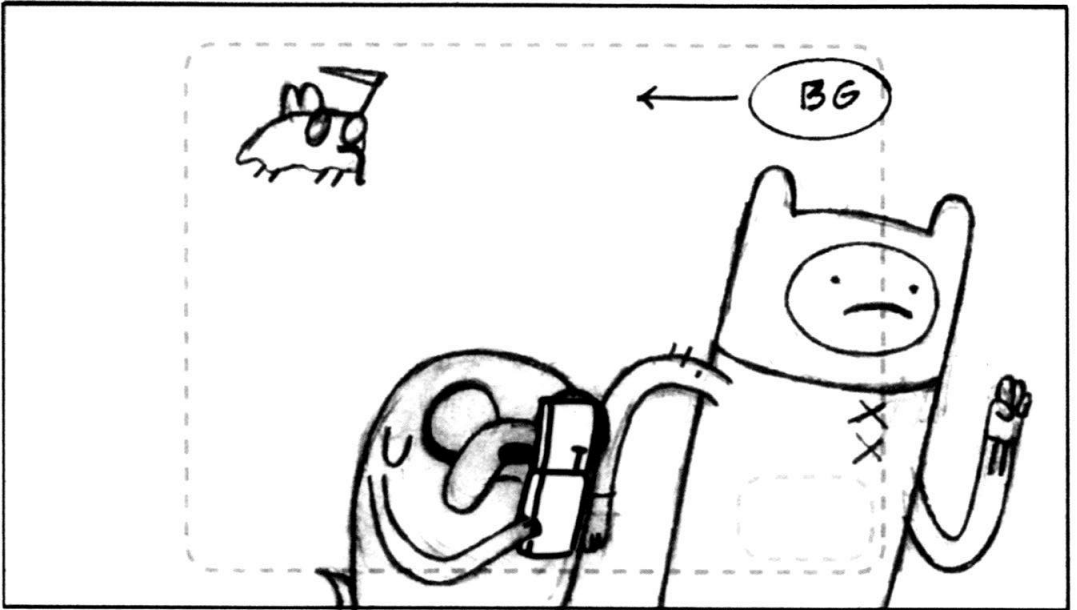
ADVENTURE TIME



Sc. 70 *cont* Pnl. 1 Bg. day night



Sc. 70 *cont* Pnl. E Bg. day night



Dialog:

J/ Someone with some serious paranormal juice.

Action:

JAKE PULLS OUT PHONE
WHILE RUNNING.

Timing:



APR 23 2014

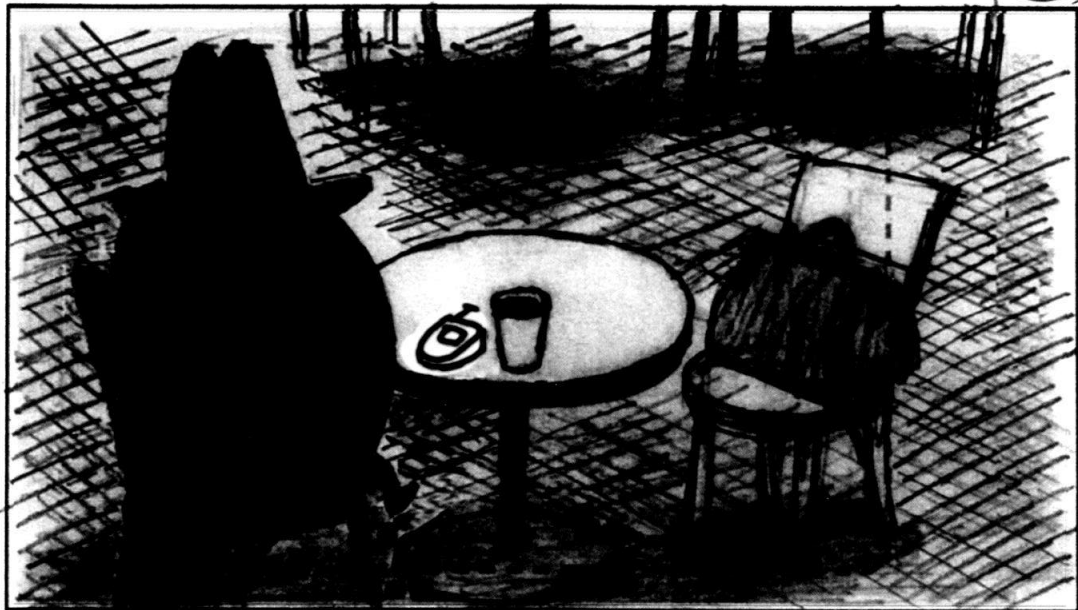
EPISODE # 1025-181
1025/181
Production :

ADVENTURE TIME

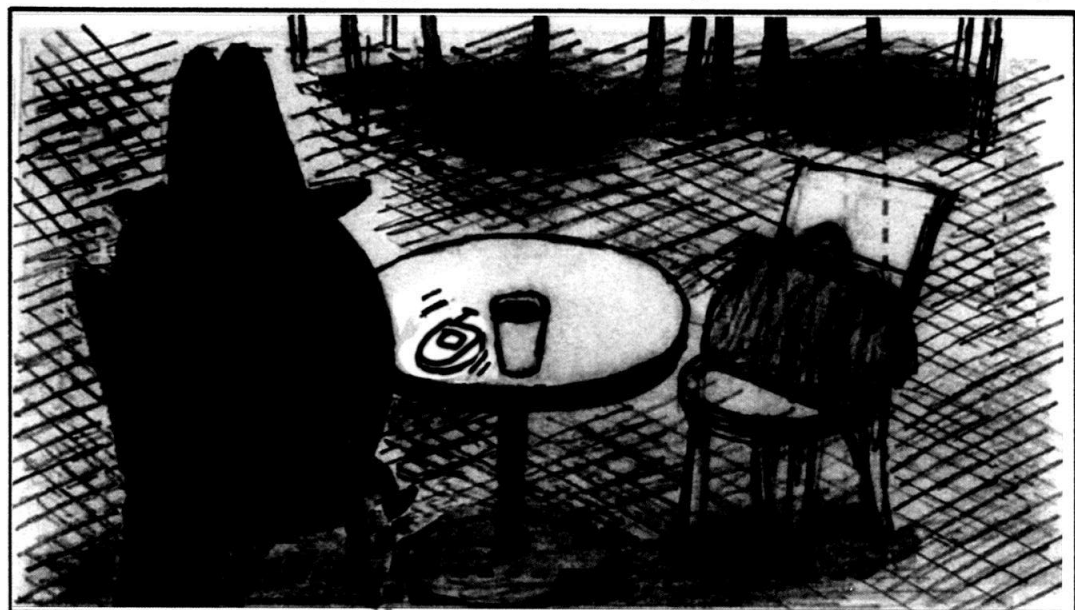


Page 100

Sc. 71 Pnl. A Bg. day night



Sc. 71 CONT Pnl. B Bg. day night



Dialog:	<u>SFX</u> : COFFEE BAR MUSIC (BRAZILIAN OR CUBAN)	<u>SFX</u> : BRRRRR! (CELL PHONE VIBRATING)
Action:	PEPPERMINT BUTLER IS SITTING AT A TABLE.	PHONE RINGS.
Timing:		

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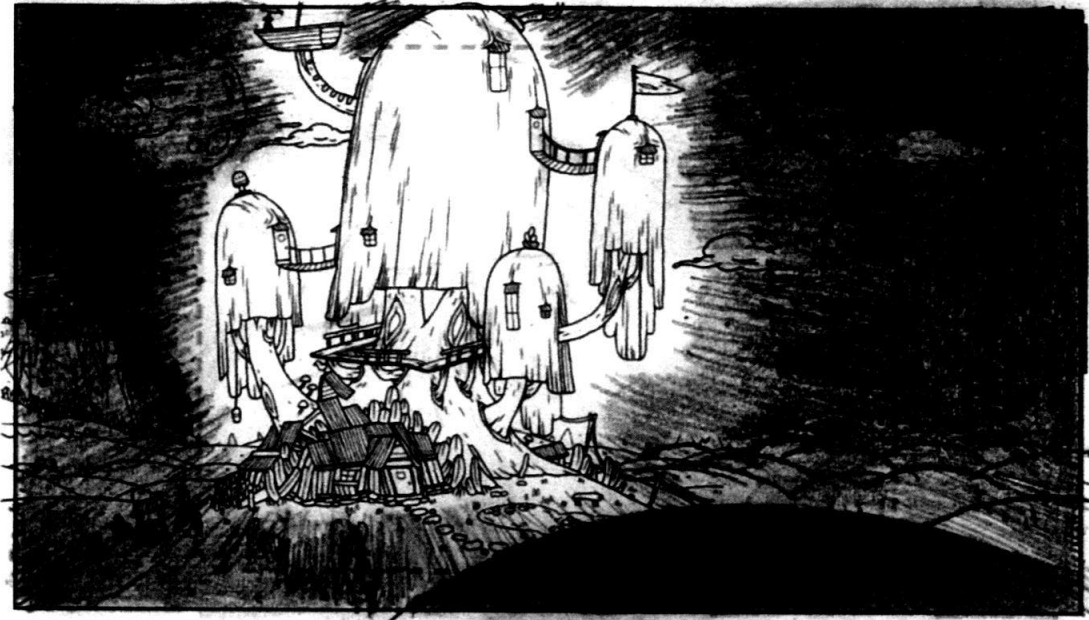


Page 101

Sc. 71 CONT Pnl. C Bg. day night



Sc. 72 Pnl. A Bg. day night



Dialog:

Sfx: * SHKK *

Sfx: MOODY MUSIC

Action: - P.B. GRABS PHONE.

- WIPE TO NEXT SCENE.

- WIPE FROM PREVIOUS SCENE

Timing:

APR 23 2014

Production :

EPISODE #

1025-181

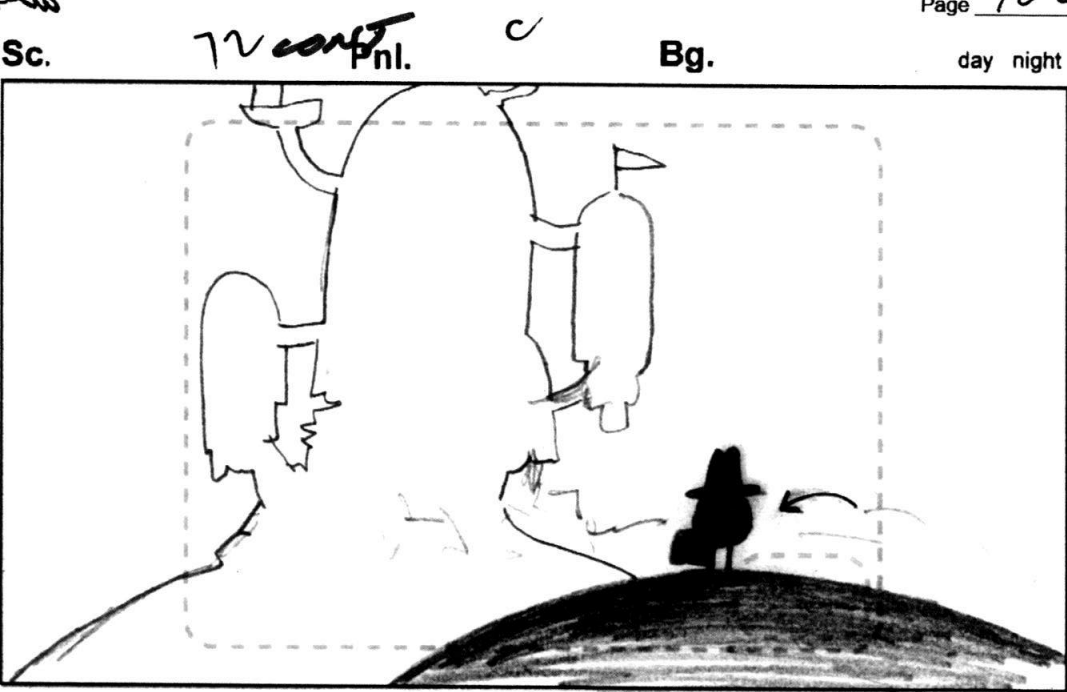
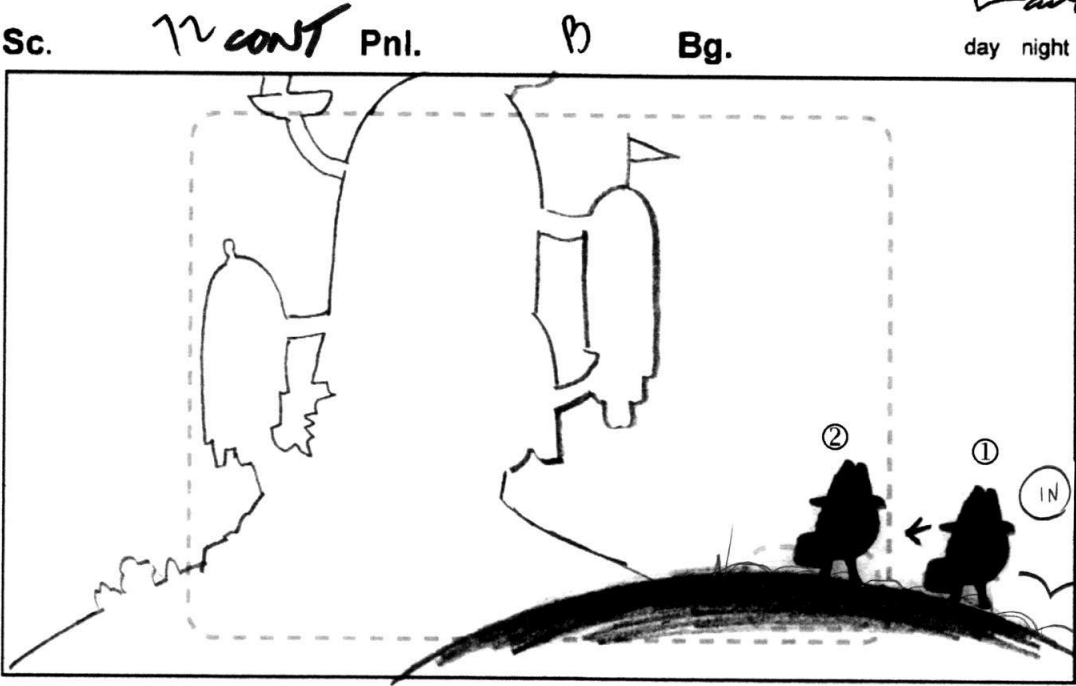
1025/181

1025/181

ADVENTURE TIME



Page 102



Dialog:

Action:

- P.B. ENTERS SCENE.

(MAYBE HOLD P.B.)

APR 23 2014

Timing:

EPISODE # 1025-181

Production :

1025/181

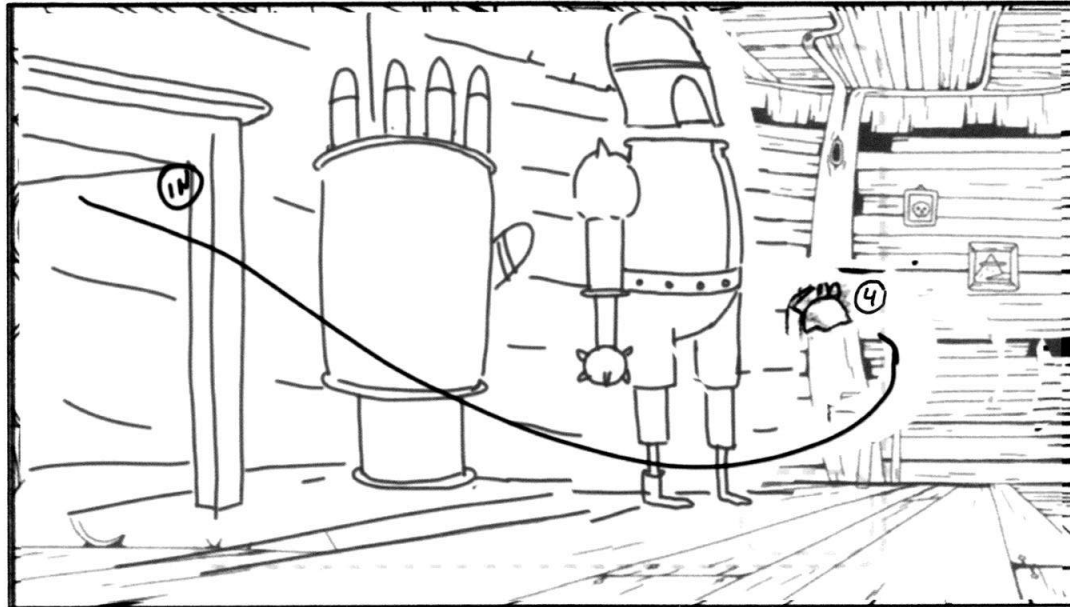
1025/181

ADVENTURE TIME

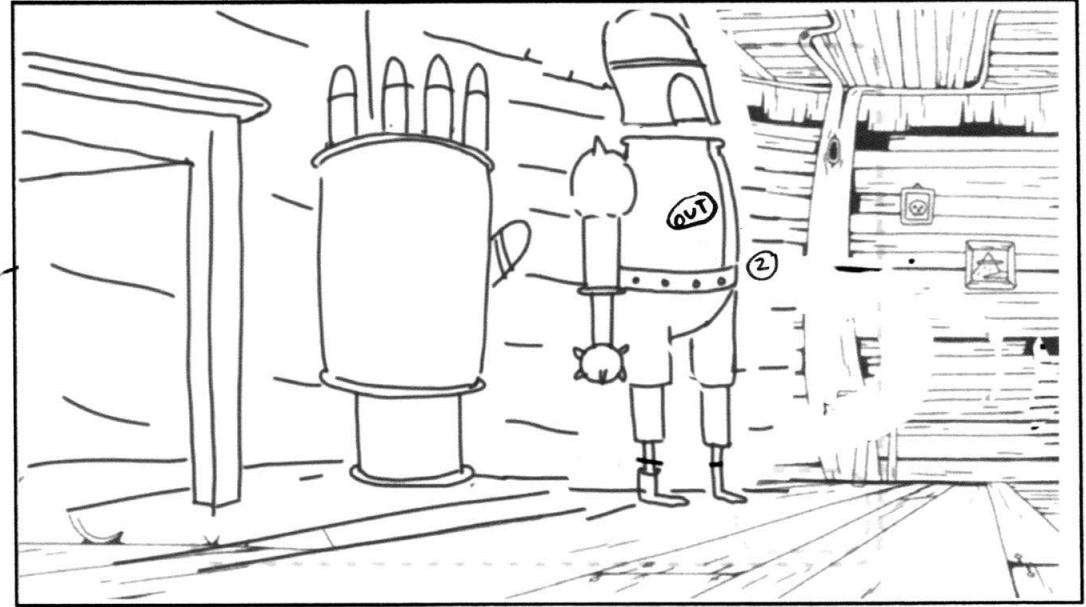


Page 103

Sc. 73 Pnl. A Bg. day night



Sc. 73 cont Pnl. B Bg. day night



Dialog:

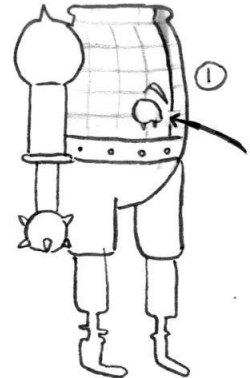
BMO(o.s.)/ Is he coming soon?

J: ^(o/s) I THINK SO. HIS WAYS ARE
KIND OF MYSTERIOUS.

- GF FLOATS ON/S.

F: ^(o/s) THAT'S COOL.

- GF phases through armor



APR 23 2014

EPISODE # 1025-181

1025/181

1025/181

1025/181

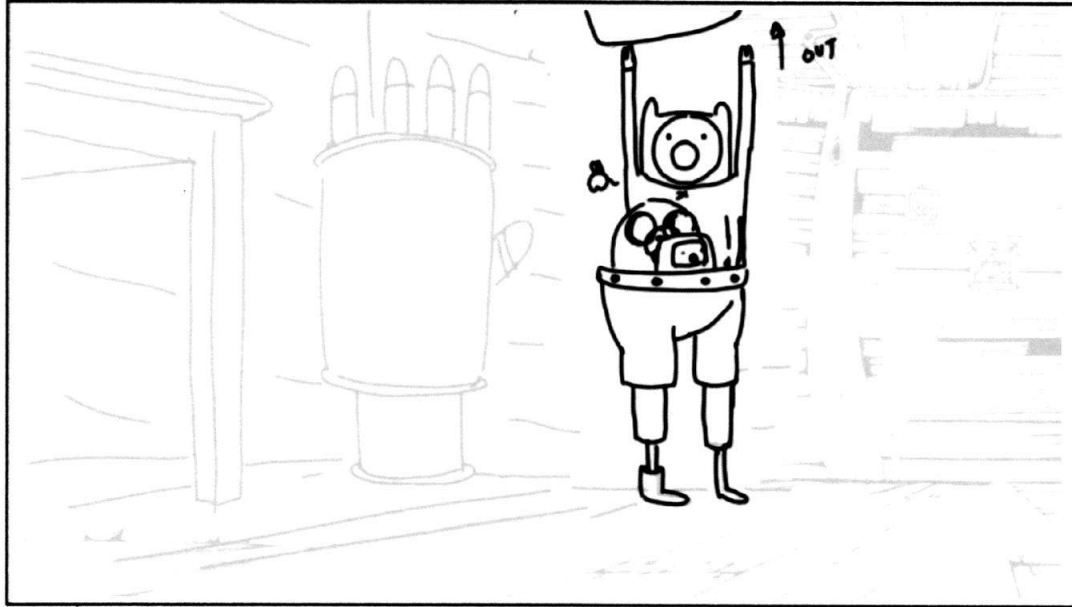
must not be taken from the studio, duplicated or used in any manner except for production purposes, and may not be sold or transferred.

ADVENTURE TIME

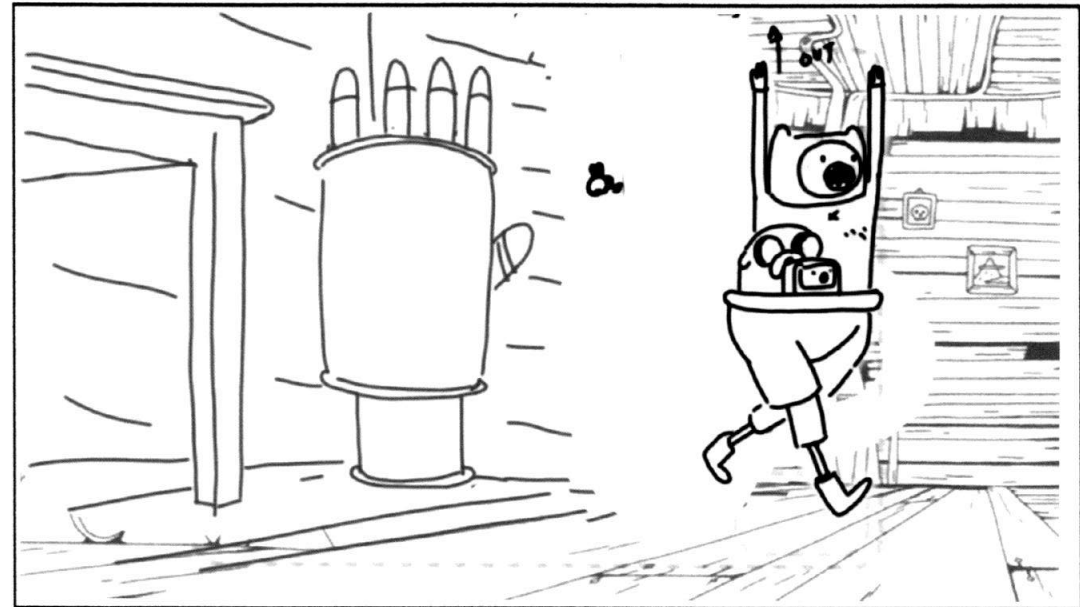


Page 104
day night

Sc. 73 cont Pnl. C Bg. day night



Sc. 73 cont Pnl. D Bg. day night



Dialog:	(o/s) <u>F</u> = AAGH!
Action:	<u>GF</u> : woo!
Timing:	APR 23 2014

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ADVENTURE TIME



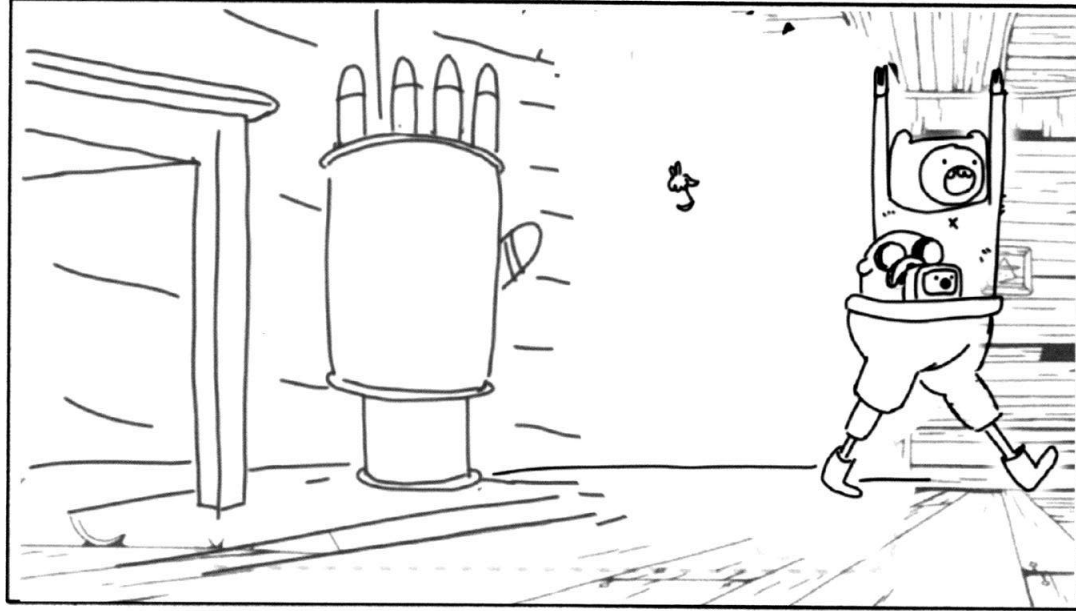
Sc.

73 CONT Pnl.

€

Bg.

day night



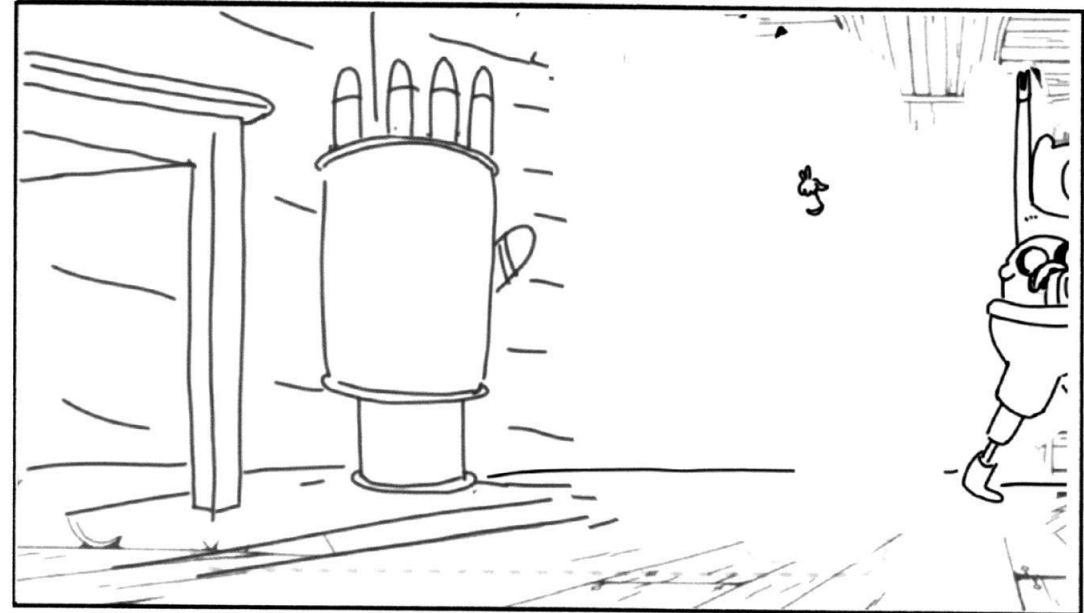
Sc.

73 CONT Pnl.

F

Bg.

day night



Dialog:

Action:

Timing:

APR 23 2014

EPISODE #

1025-181

1025/181

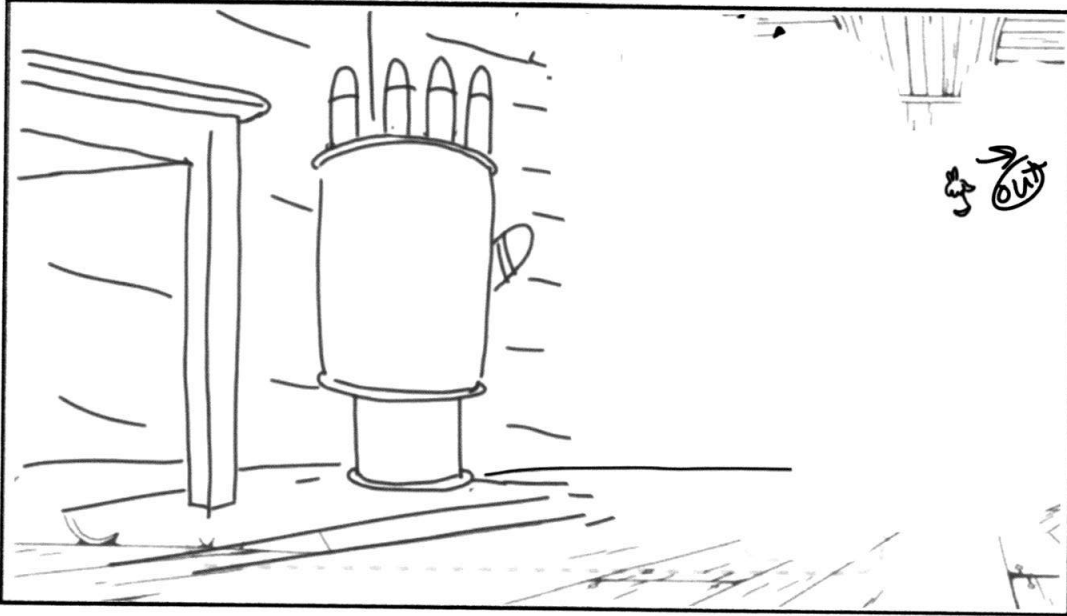
Production :

1025/181

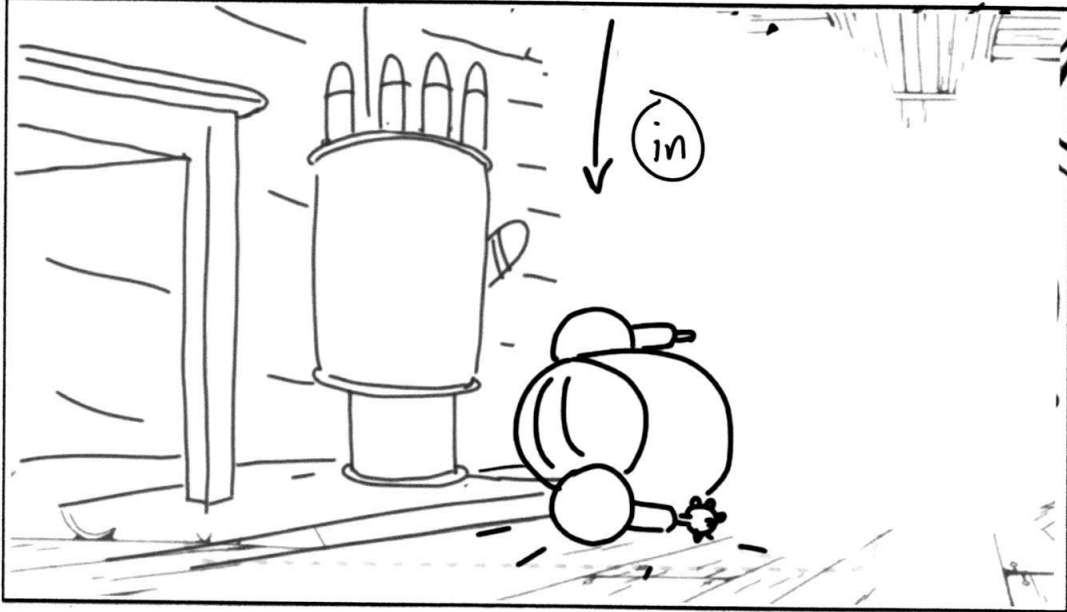
ADVENTURE TIME



Sc. *73 CONT* Pnl. 6 Bg. day night



Sc. *73 CONT* Pnl. H Bg. day night



Page *106*

Dialog:
Action:
Timing:

APR 23 2014

EPISODE # 1025-181
Production :
1025/181

1025/181

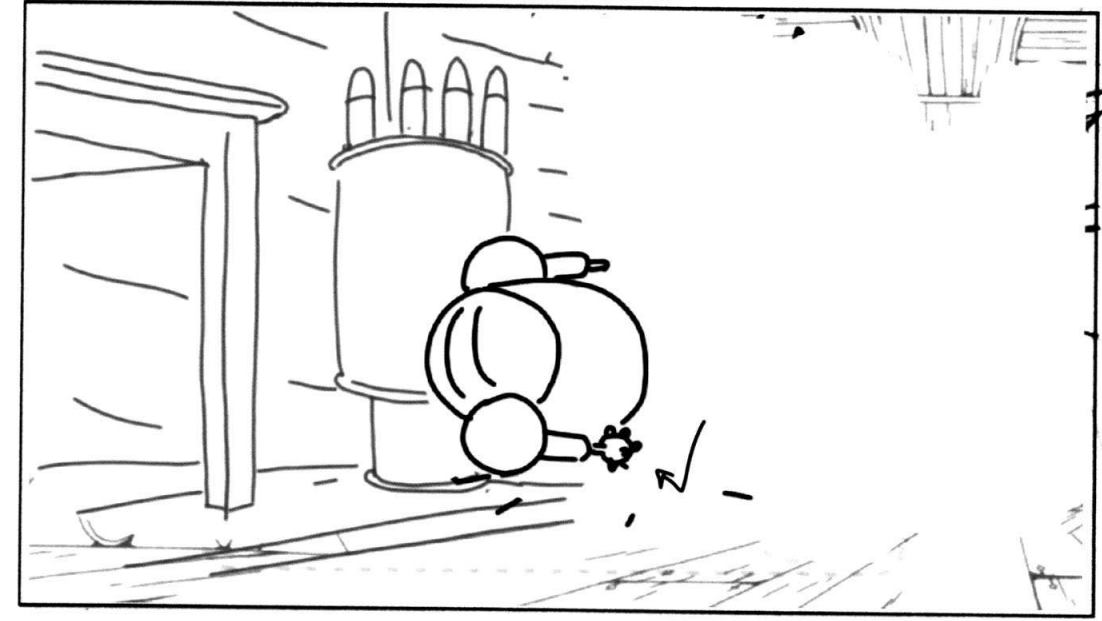
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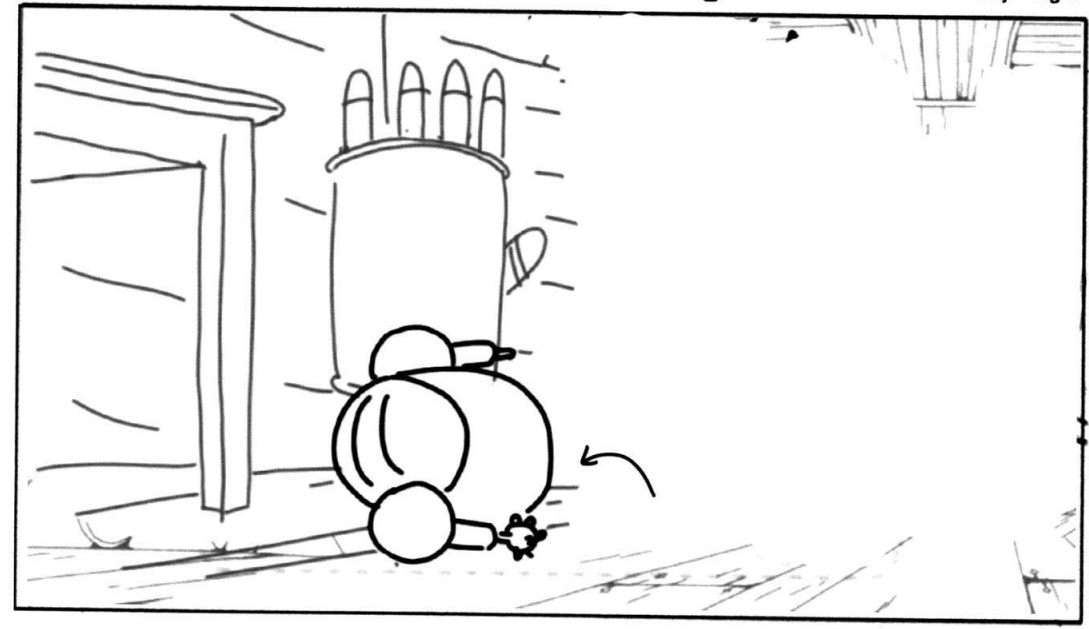
ADVENTURE TIME



Sc. 73 *CONT* Pnl. I Bg. day night



Sc. 73 *CONT* Pnl. J Bg. day night



Page 107
NO PGS 108-110
day night

Dialog:	
Action:	- J. CLIMBS OUT.
Timing:	

APR 23 2014

EPISODE #

1025-181

1025/181

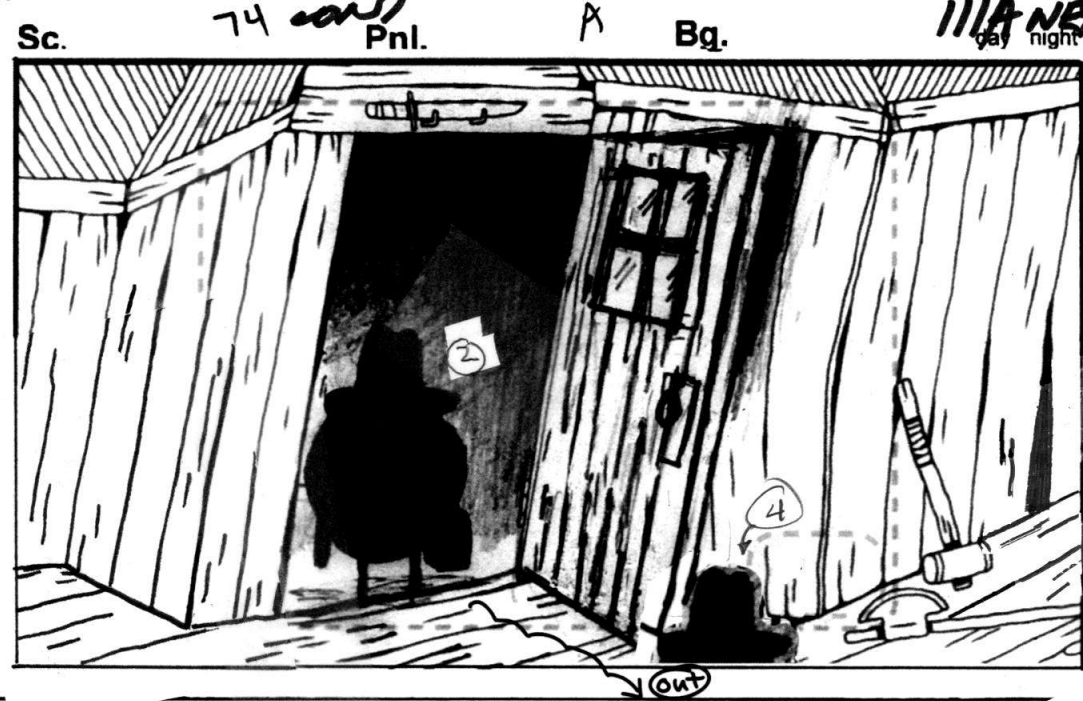
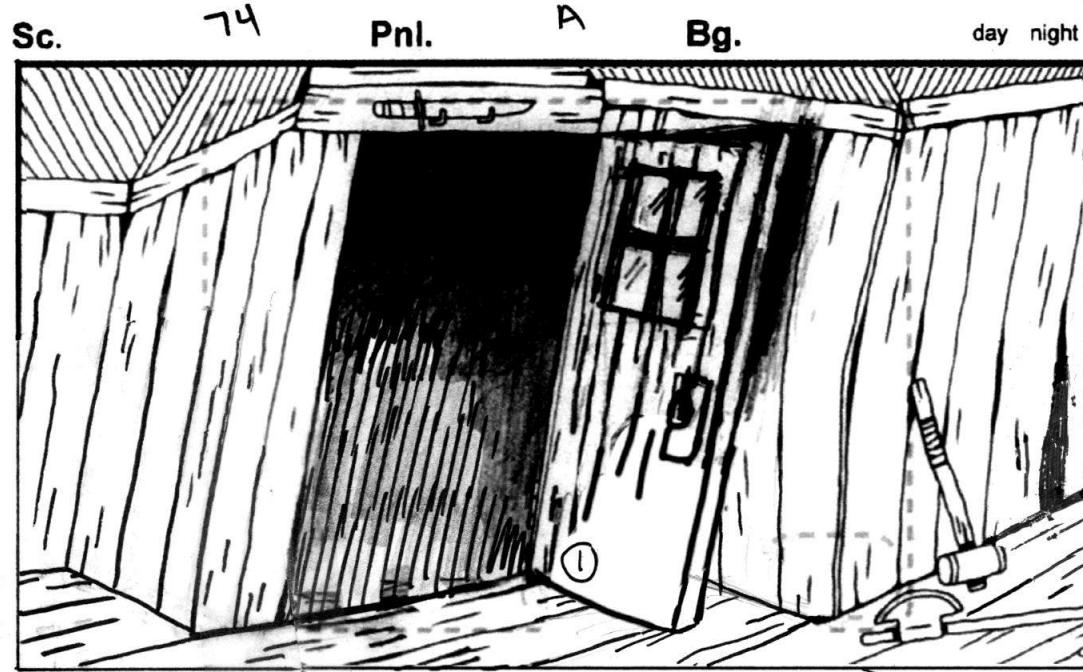
Production :

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ADVENTURE TIME



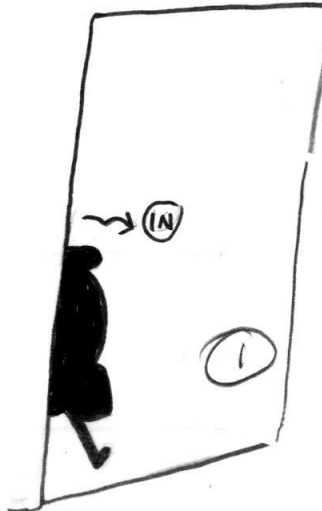
Audio: SFX: MOODY MUSIC Finn/ Dahh.

Jake/ Ahhh!

BMO/ Wahhh!

Action: PEP BUT WALKS IN...
- (DOOR IS ALREADY OPEN.)

Timing:



- HOLD F/J/BMO HIDING.
GHOST FLY HOVERS.



APR 23 2014

EPISODE # 1025-181

1025/181

Productio

1025/181

ADVENTURE TIME

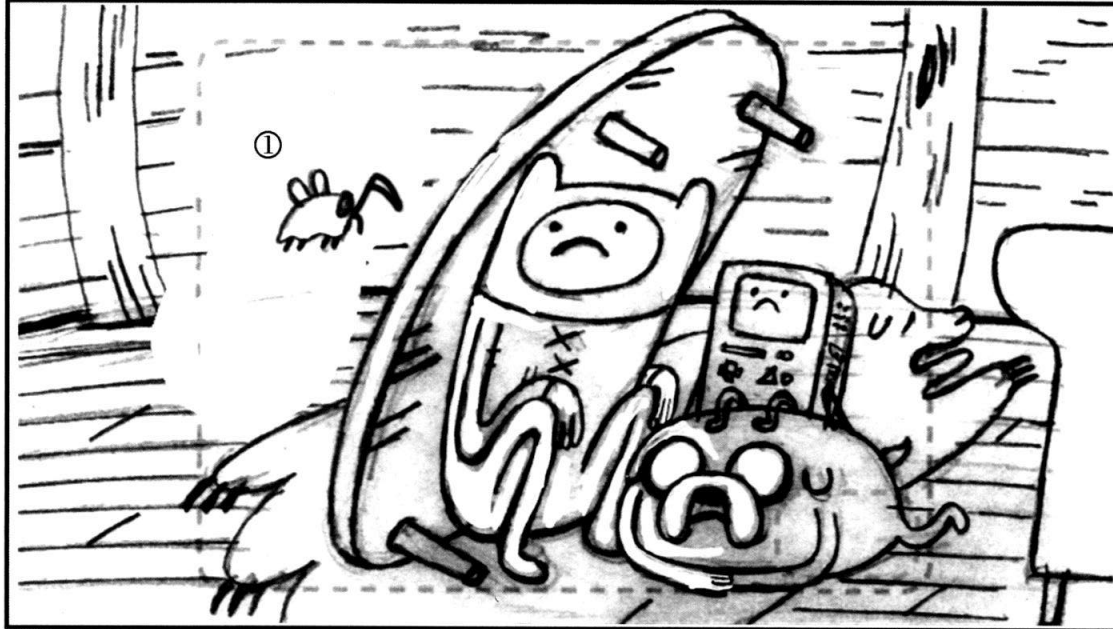


Sc. 75

Pnl. A

Bg.

day night



Sc.

75 cont

Pnl. B

Bg.

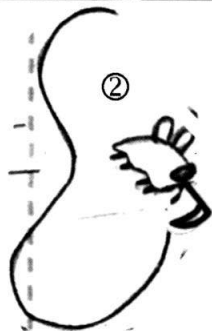


Page 111A
112 NEXT
day night

Dialog:

Action:

Timing:



- HOLD F/J/BMO HIDING.
- GHOST FLY HOVERS.

APR 23 201

EPISODE # 1025-181

1025/181

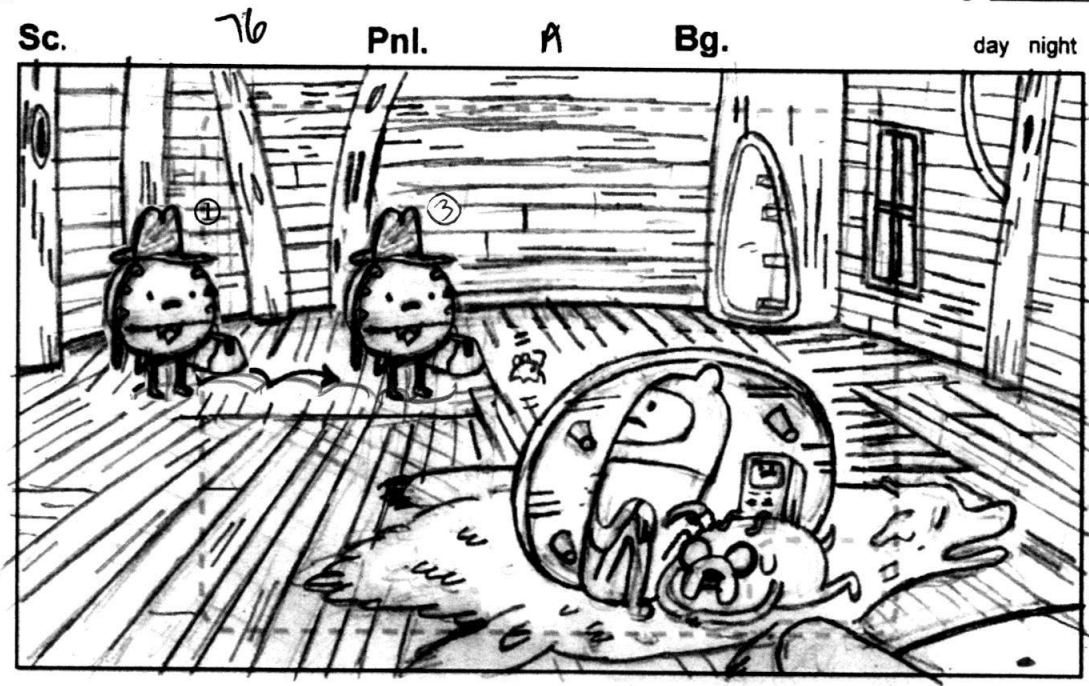
Production:

1025/181

ADVENTURE TIME



Sc. Pnl. Bg. day night



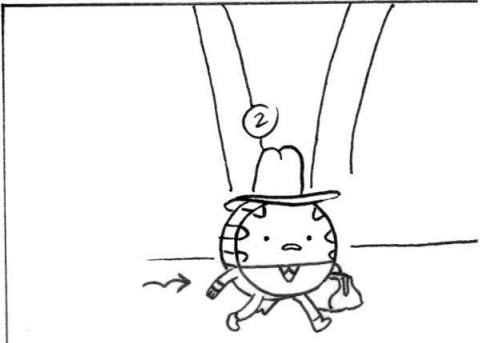
EPISODE # 1025-181

1025/181

Dialog:

Action: GHOST FLY FLIES AROUND. P.B. WALKS IN AND STOPS.

Timing: APR 23 2014



Pro

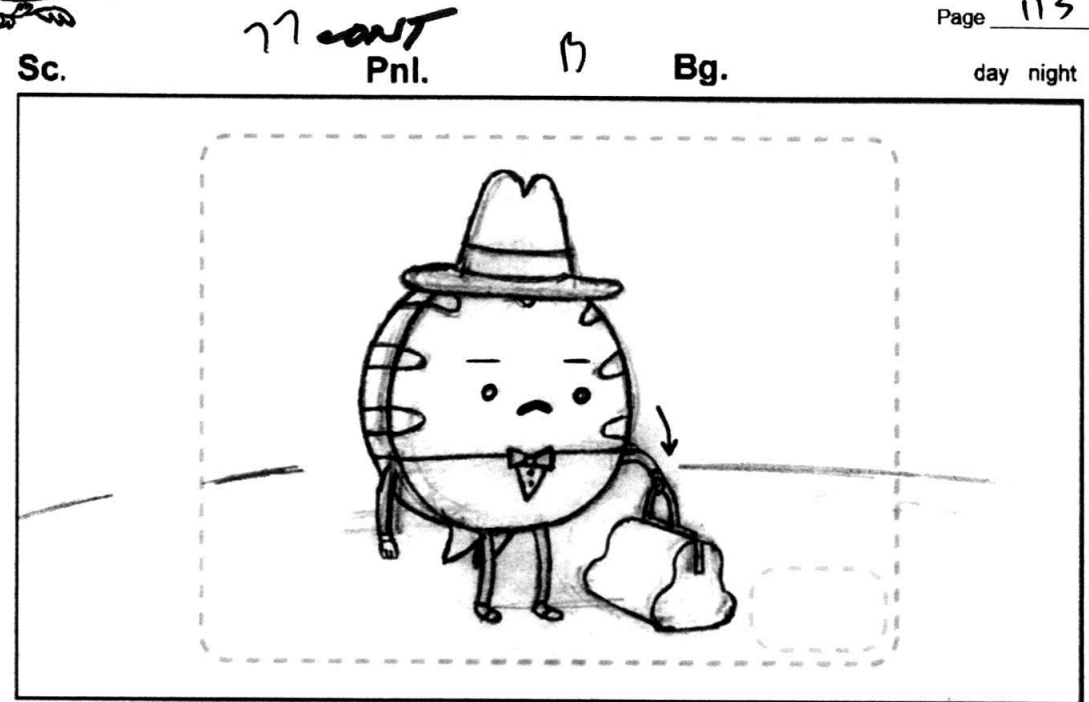
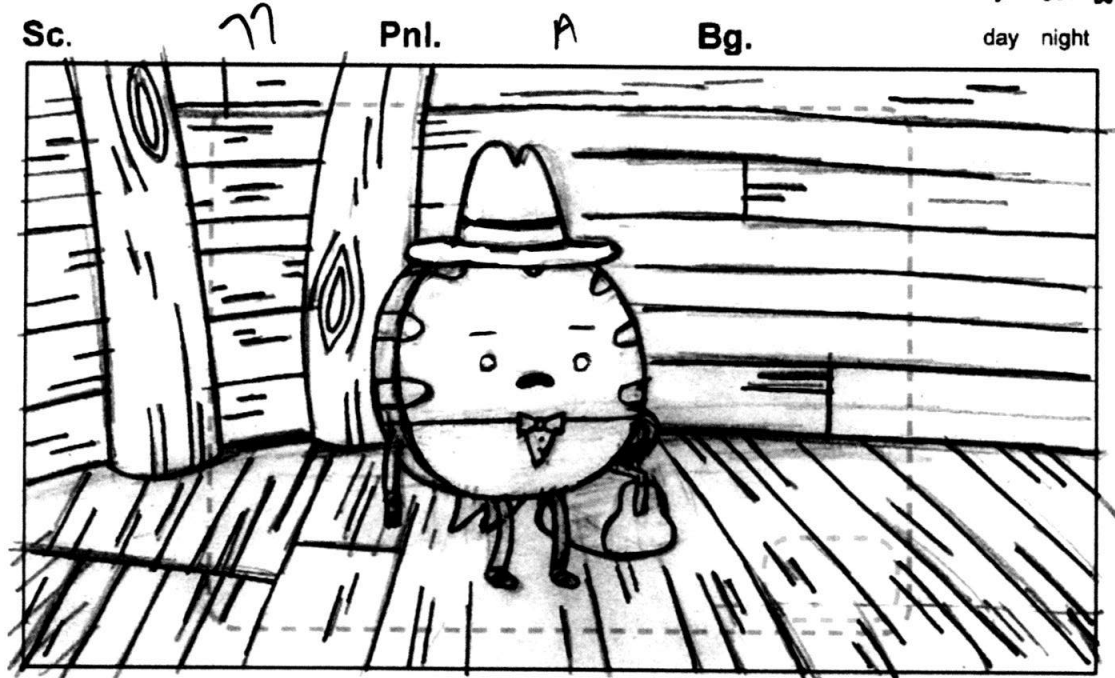
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ADVENTURE TIME



Dialog:	<u>P.B.</u> I ...	P.B./ ...got stuff to do.
Action:	- PB PUTS DOWN BAG.	
Timing:	APR 23 2011	

Production :

EPISODE #

1025-181

1025/181

1025/181

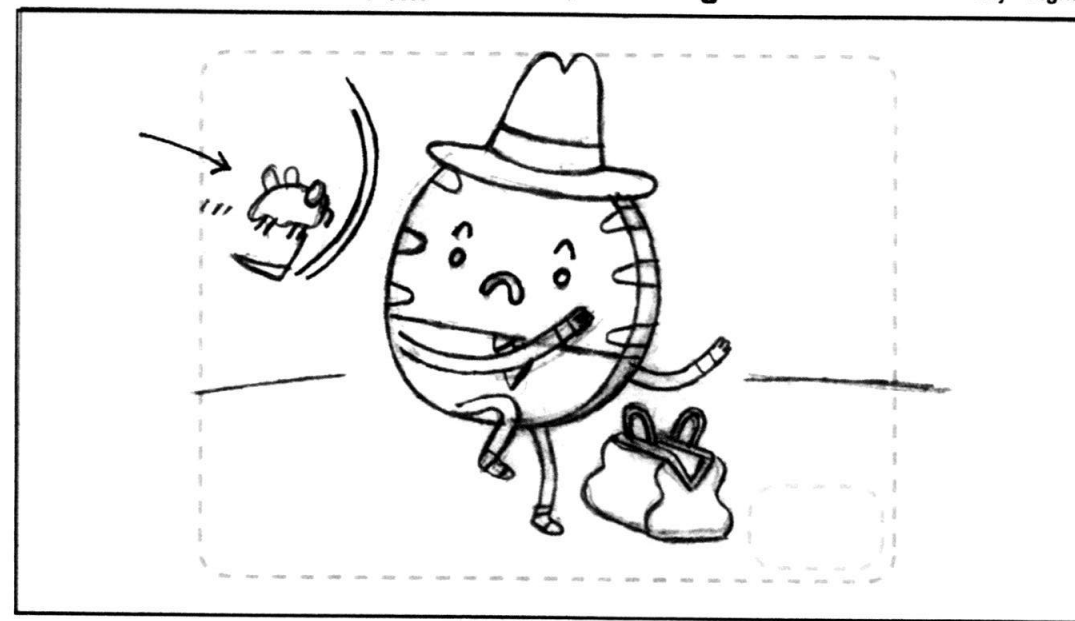
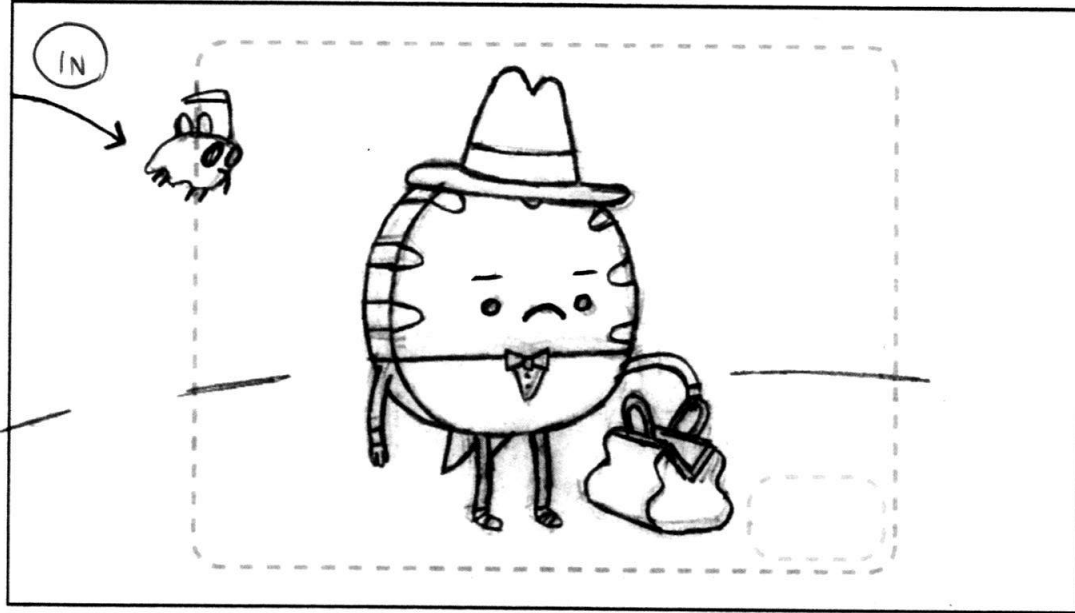
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ADVENTURE TIME



Sc. 77 *cont* Pnl. C Bg. day night Sc. 77 *cont* Pnl. D Bg. day night



Dialog:	
<u>G.F.:</u> Woooo —	<u>SFX:</u> *SWOOSH*
Action:	
- P.B. OPENS CARPET BAG. - GHOST FLY, FLIES IN.	- GHOST FLY TAKES A SWIPE. - P-BUT DODGES.
Timing:	APR 23 2014

EPISODE # 1025-181
Production :

1025/181

1025/181

ADVENTURE TIME



Sc.

77 cont Pnl.

6

Bg.

day night

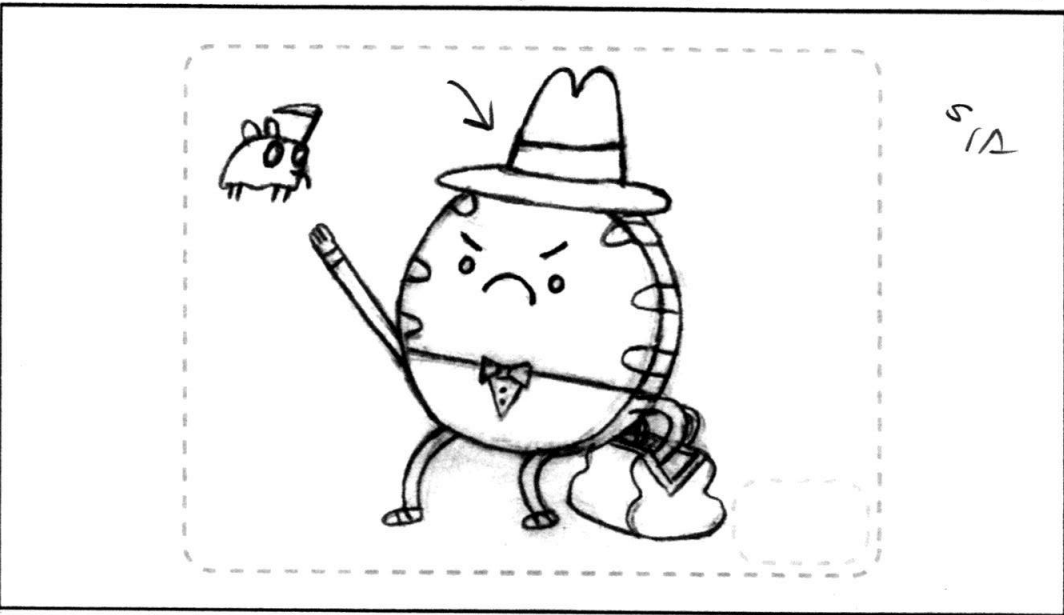
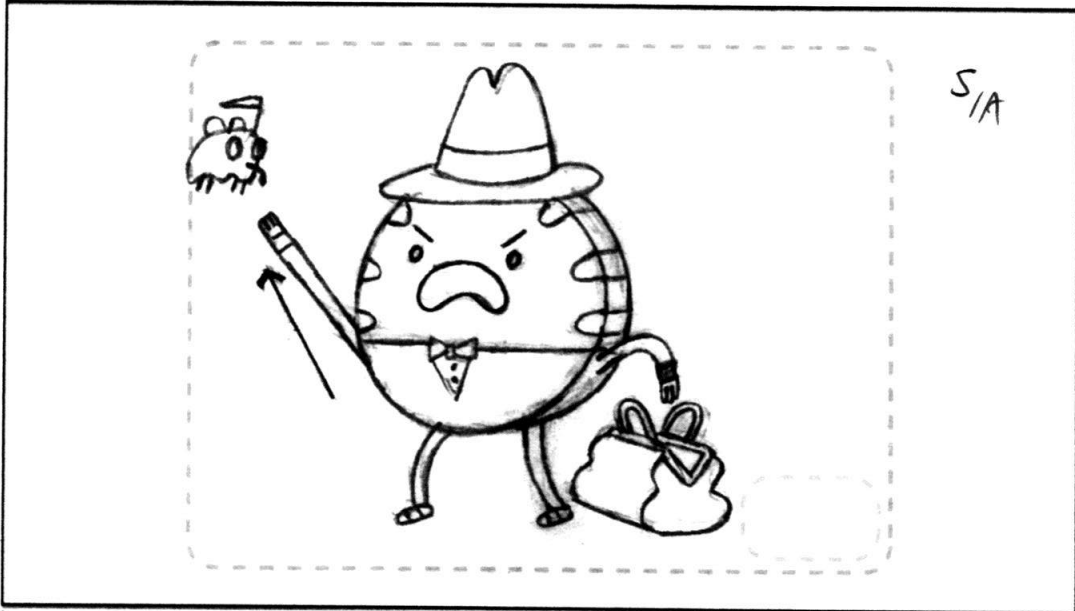
Sc.

77 cont Pnl.

f

Bg.

day night



Dialog:

P.B. HEY!
No!

Action:

- PEP-BUT POINTS THREATENINGLY.

- P.B. REACHES INTO BAG,
STILL STARRING DOWN G.F.

APR 23 2014

Timing:

EPISODE #

1025-181

Production :

1025/181

1025/181

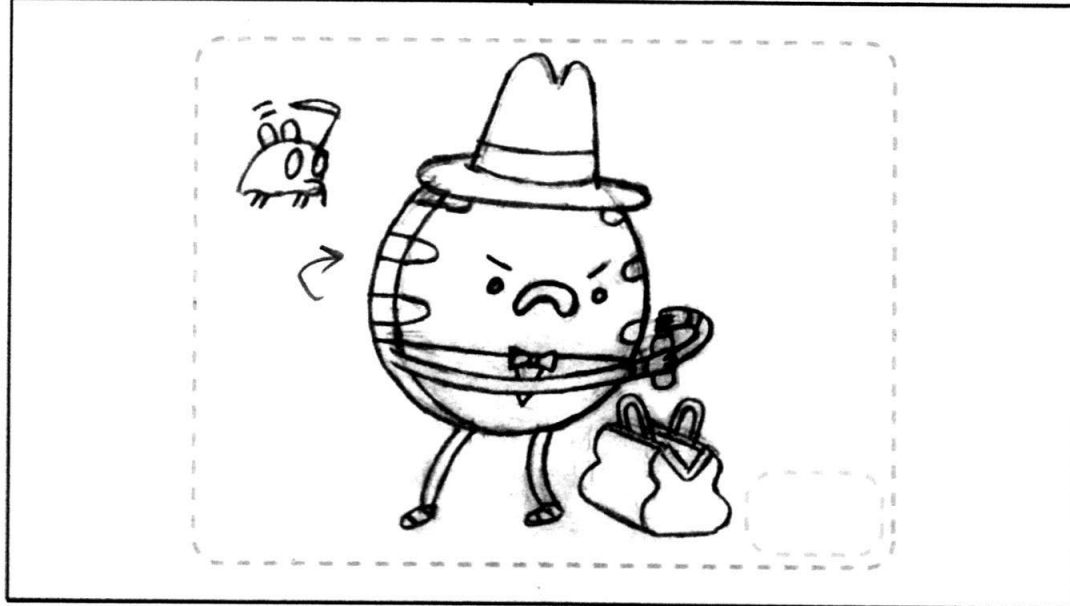
1025/181

ADVENTURE TIME

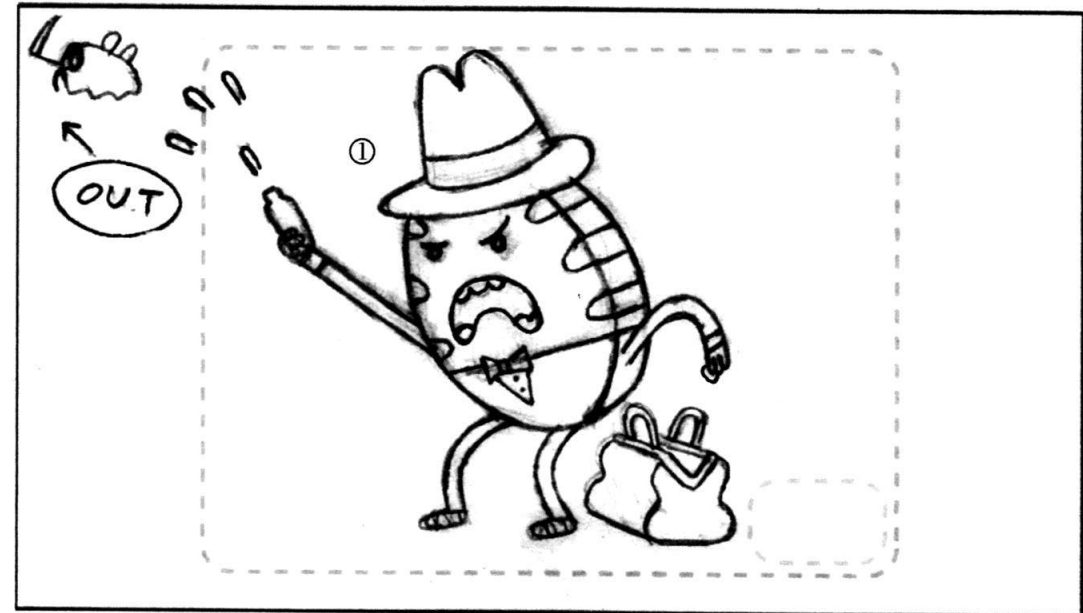


Page 116
day night

Sc. 11 cont Pnl. 6 Bg. day night



Sc. 11 cont Pnl. 7 Bg. day night



Dialog: P.B. UNCLEANDEMON! FEEL
THE STING OF ...

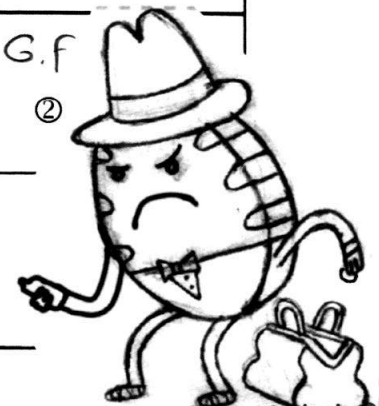
Action: (UNSCREWING LID)

Timing:

P.B. : ... HOLY WATER!

- PEP-BUT SPLASHES WATER AT G.F.
- G.F. FLIES OFF/S,

APR 23 2014



EPISODE # 1025-181

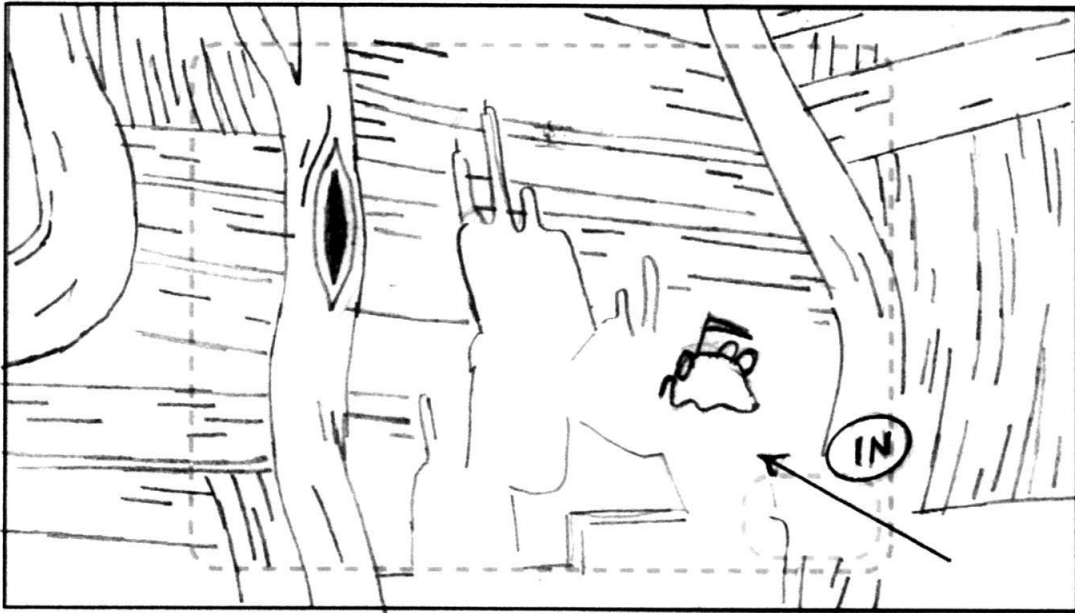
1025/181

1025/181

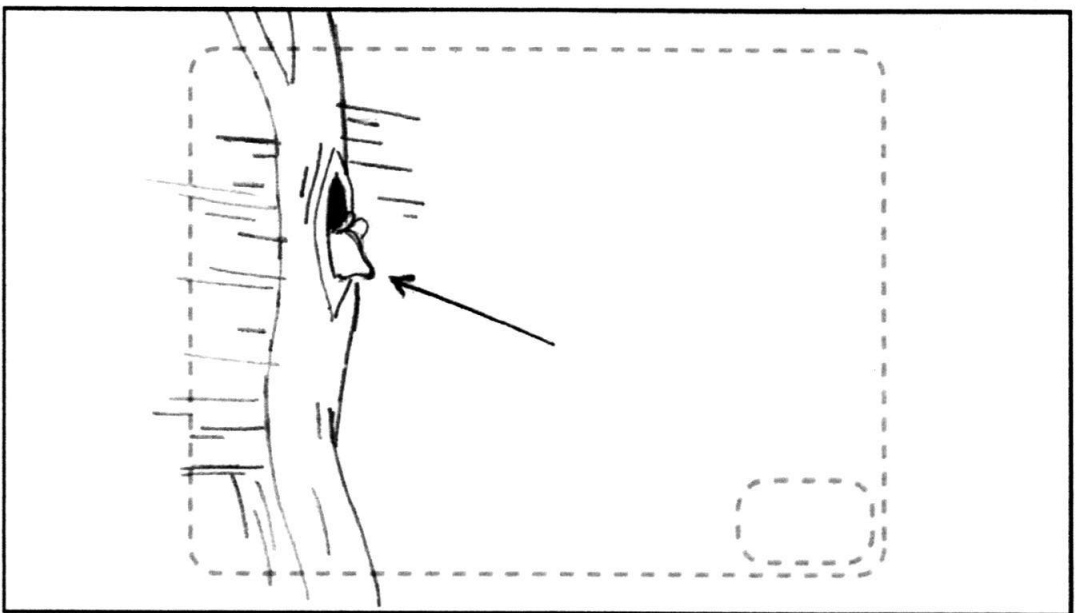
ADVENTURE TIME



Sc. 74 Pnl. A Bg. day night



Sc. 74 cont Pnl. B Bg. day night



Dialog:	
Action: GHOST FLY, FLIES IN.	GHOST FLY, FLIES INTO KNOT HOLE.
Timing:	

APR 23 2014

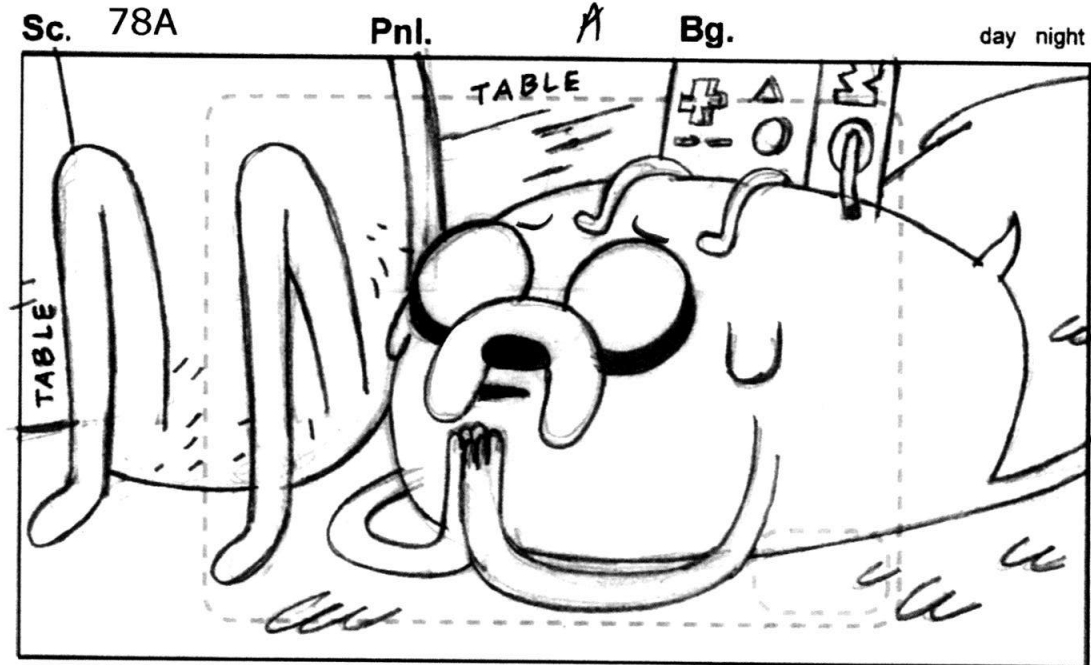
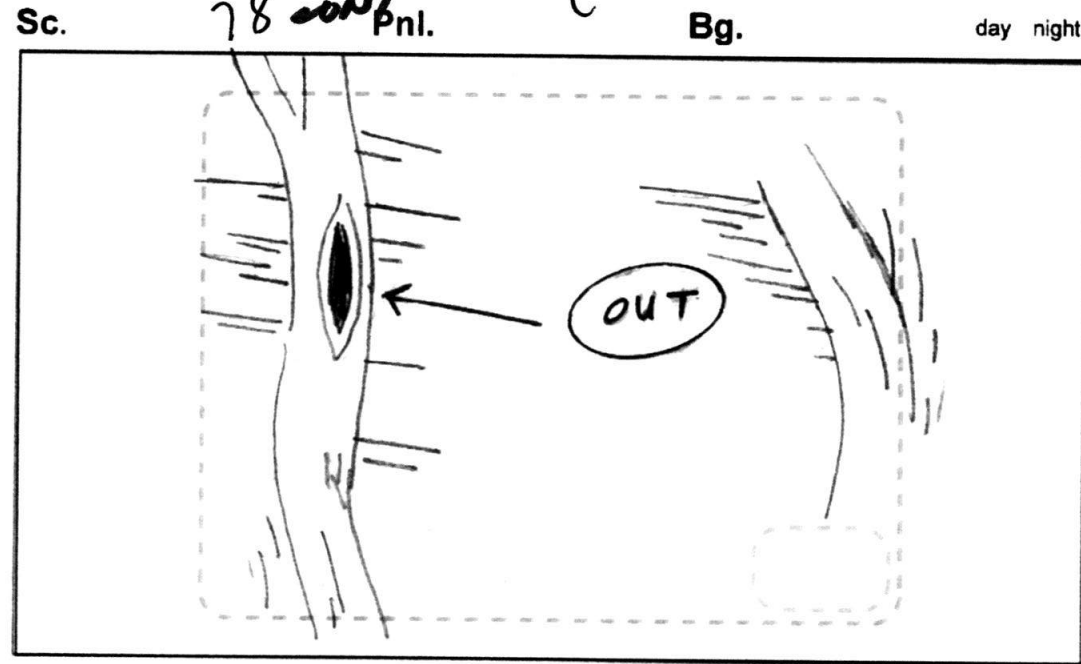
EPISODE # 1025-181

Production :

ADVENTURE TIME



Page 118



Dialog:

SFX : *THOMP*

(WHISPER)
J: THANKYOU.

Action:

- G.F. DISAPPEARS

Timing:

APR 23 2014 WIPE

EPISODE # 1025-181

Production :

1025/181

ADVENTURE TIME



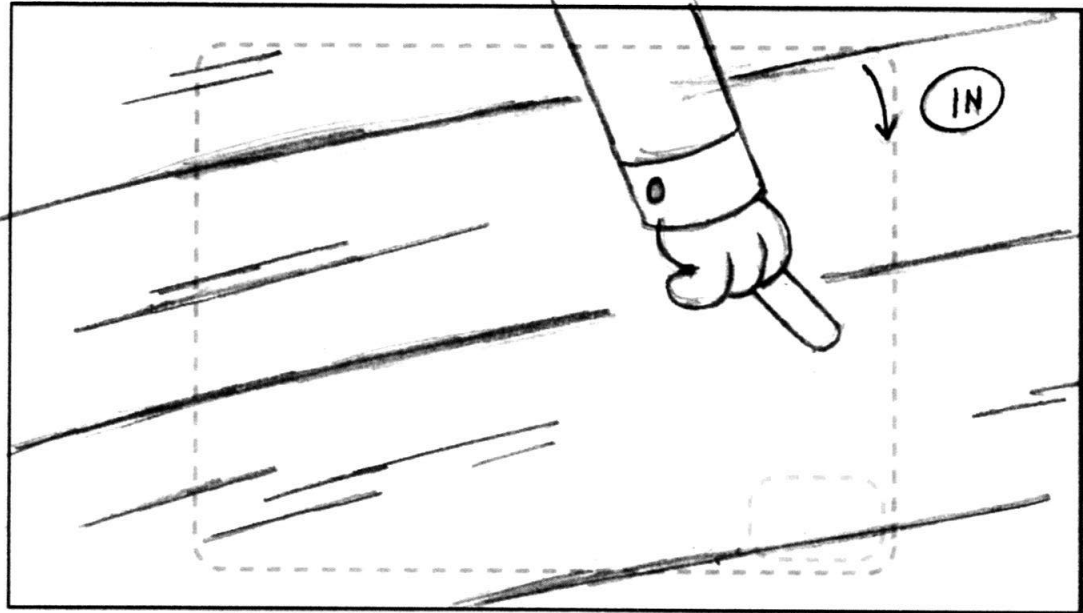
Sc. 79

Pnl.

A

Bg.

day night



Sc.

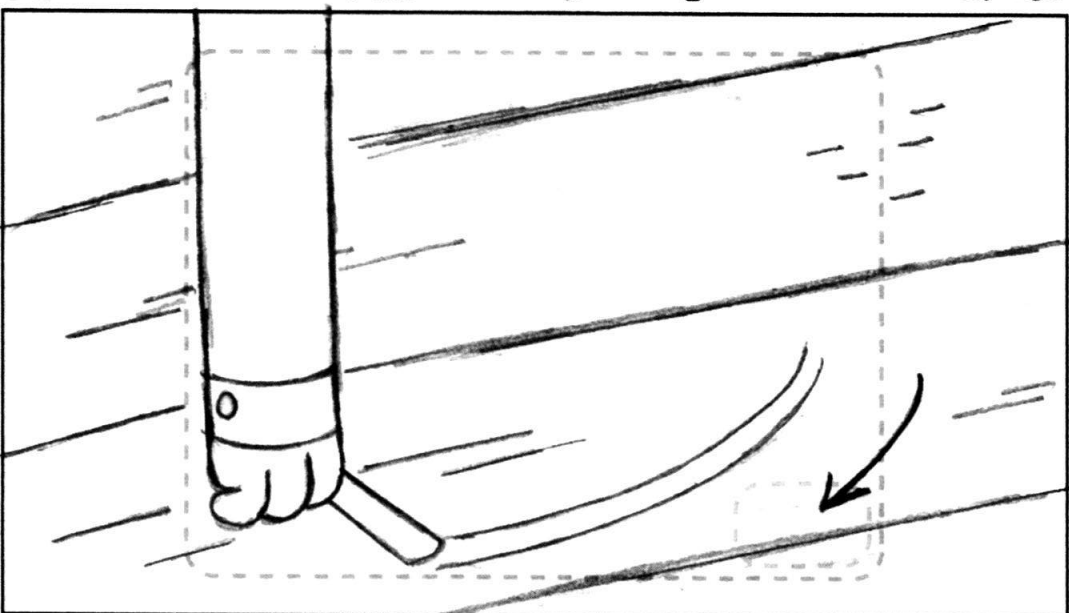
79 cont

Pnl.

B

Bg.

day night



Dialog:

SFX: *SHKK*

Action:

C.U. OF PEP-BUT DRAWING CIRCLE.

APR 23 2014

Timing:

1025-181

EPISODE #

1025/181

Production :

1025/181

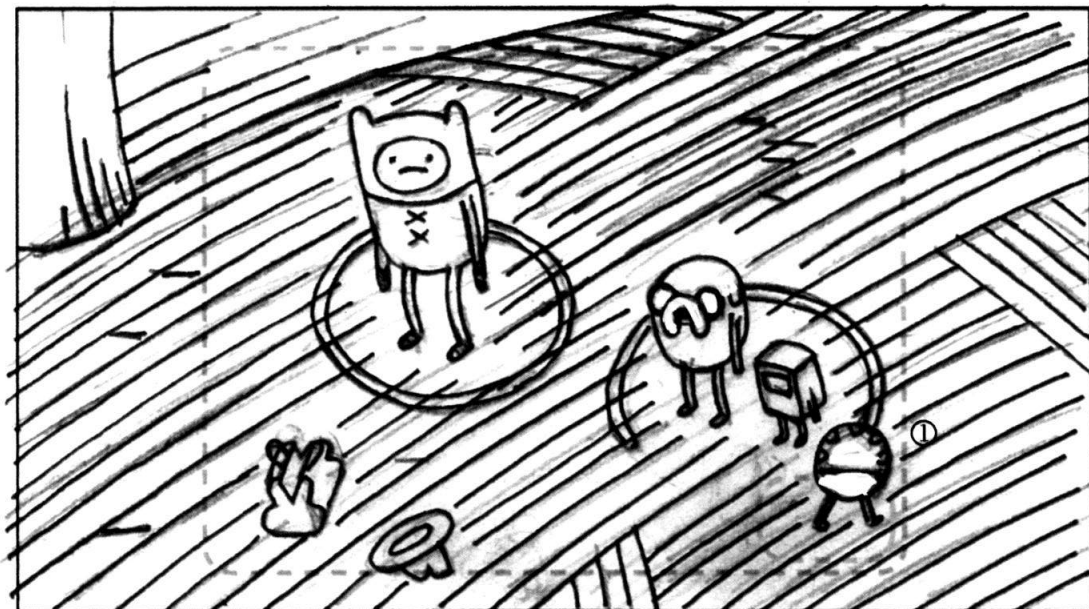
1025/181

ADVENTURE TIME

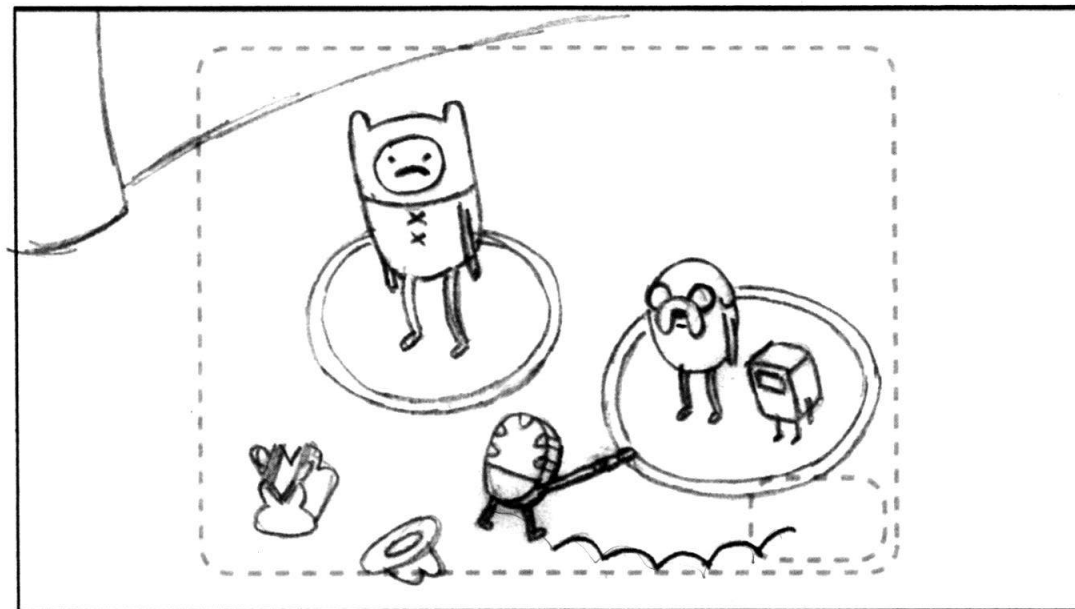


Page 120

Sc. 80 Pnl. A Bg. day night



Sc. 80 *cont* Pnl. B Bg. day night



Dialog: P.B.: THESE CIRCLES WILL PROTECT YOU ...

Action: PEPPERMINT BUTLER WALKS BACKWARD, DRAWING A CIRCLE.

Timing:



P.B.: ... FROM THE GHOST'S ATTACKS, WHILE I PREPARE THE BANISHING RITUAL..

APR 23 2014

EPISODE # 1025-181

1025/181

Production :

1025/181

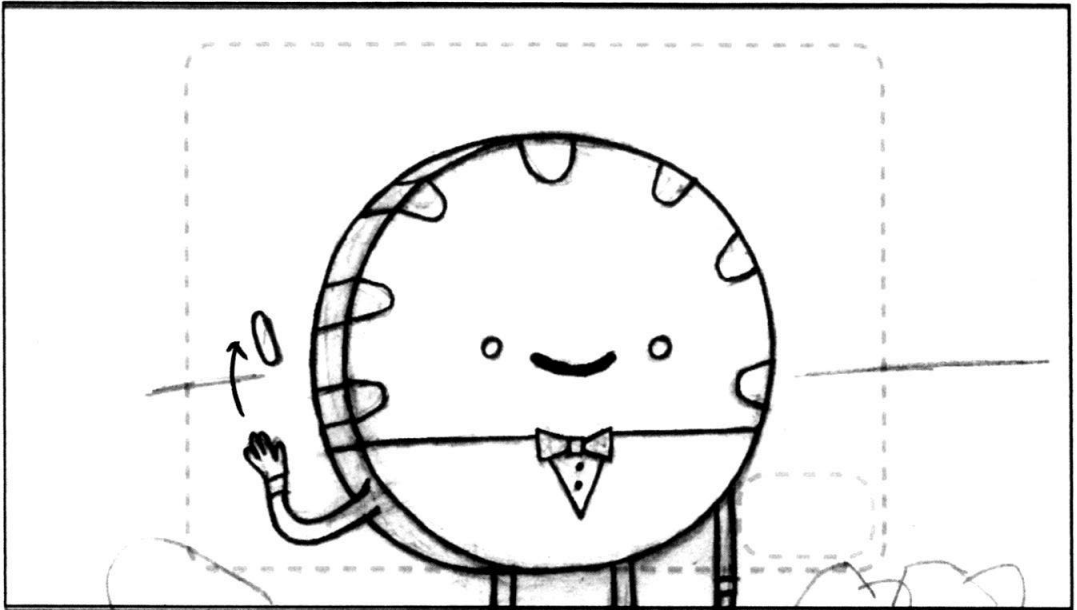
ADVENTURE TIME



Sc. 81 Pnl. A Bg. day night



Sc. 81 CONT Pnl. B Bg. day night



Dialog:	<u>P.B.</u> : WORRY NOT, FELLOW BELIEVERS.
Action: (START POSE.)	-PEP BUT TOSSES CHALK.
Timing:	APR 23 2014

EPISODE # 1025-181

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1025/181

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ADVENTURE TIME

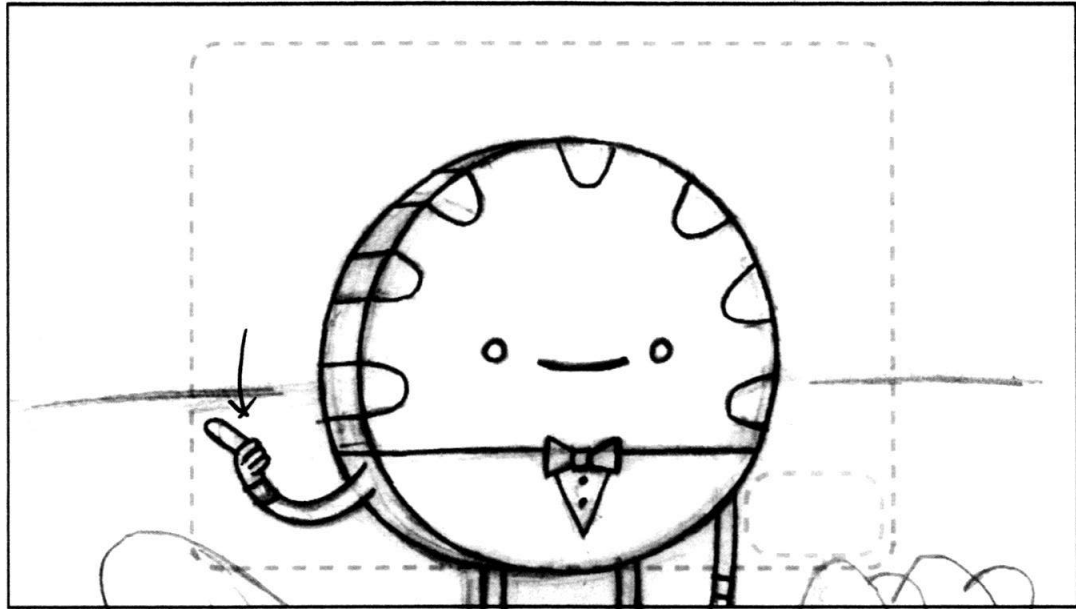


Sc.

41 cont Pnl. C

Bg.

day night

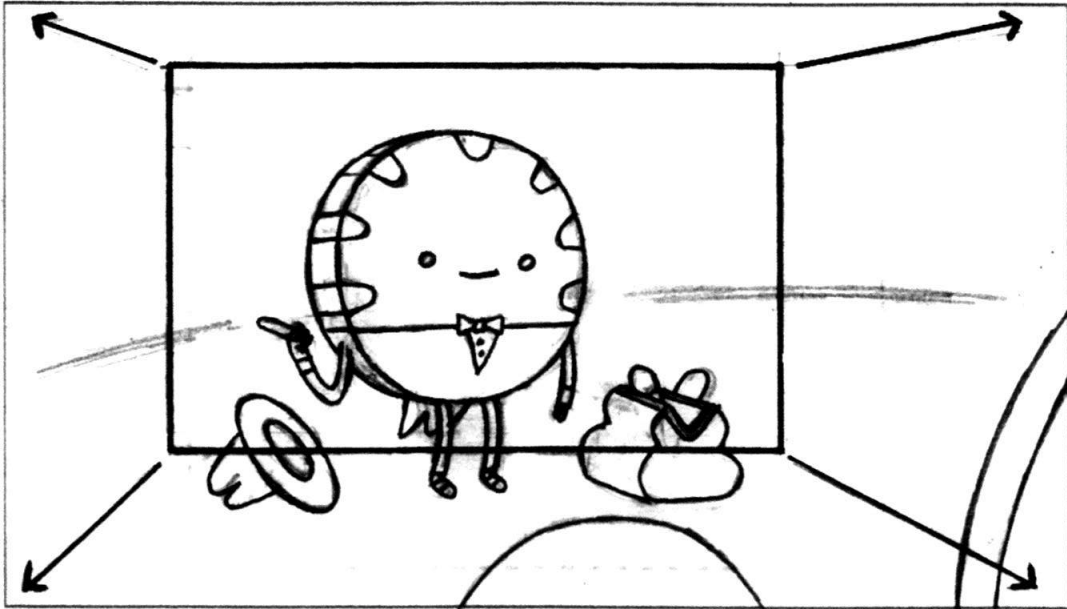


Sc.

41 cont Pnl. D

Bg.

day night



Dialog:	
Action:	- PEP-BUT CATCHES CHALK - TRUCK OUT.
Timing:	APR 23 2014

EPISODE # 1025-181

Production :

1025/181

1025/181

ADVENTURE TIME



Page 123

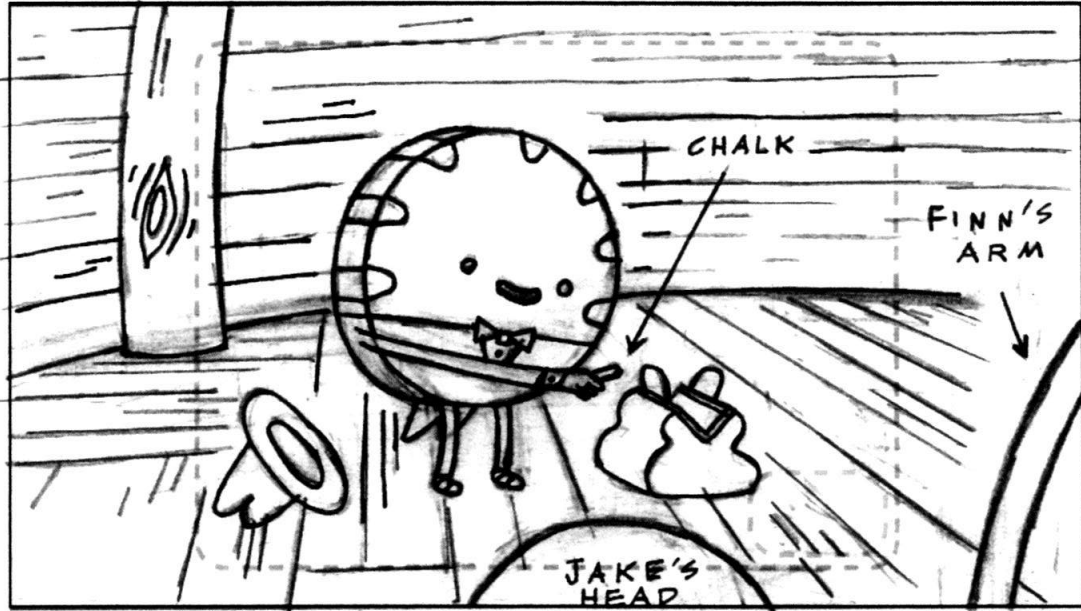
Sc.

81 cont Pnl.



Bg.

day night



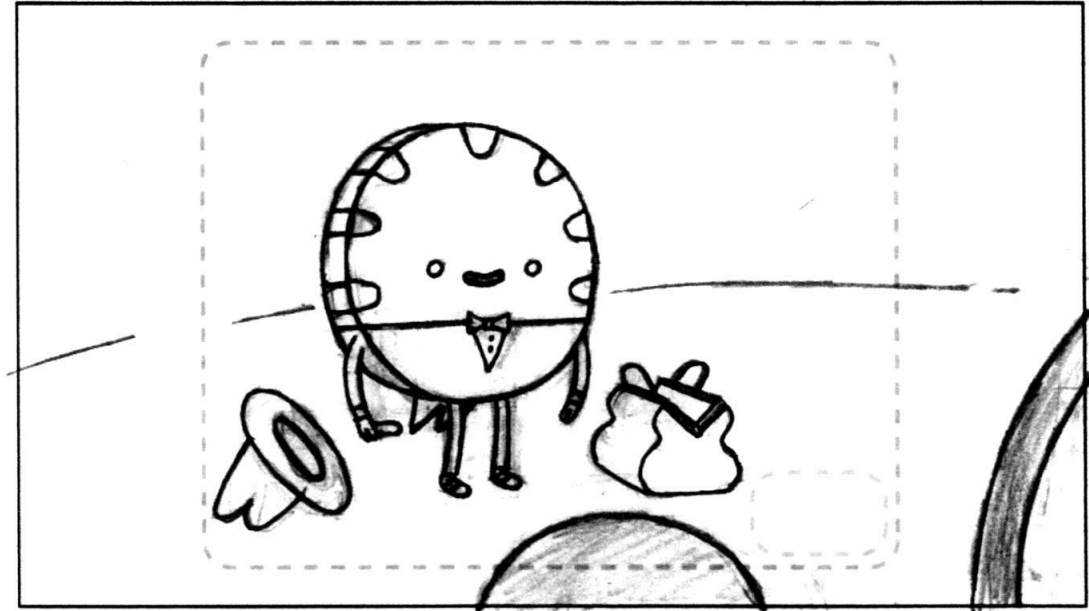
Sc.

81 cont Pnl.



Bg.

day night



Dialog:

P.B./ For in this bag-

P.B./ I possess all the darkest and most powerful tools of magic-

Action:

- P-BUT POINTS AT C. BAG.

Timing:

APR 23 2014

EPISODE # 1025-181

Production :

1025/181

1025/181

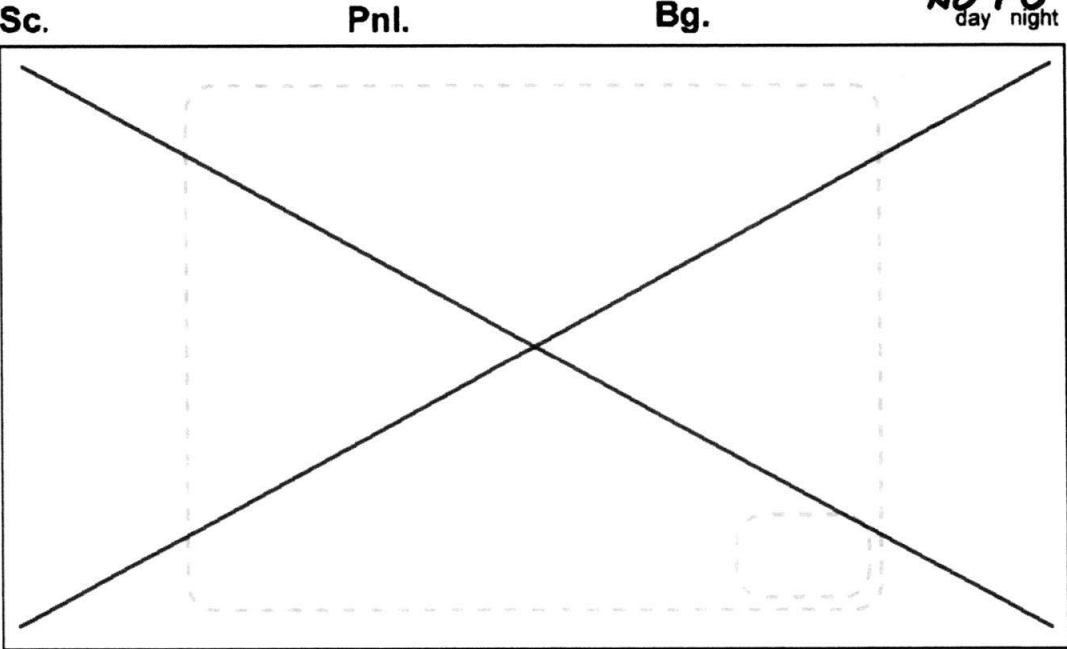
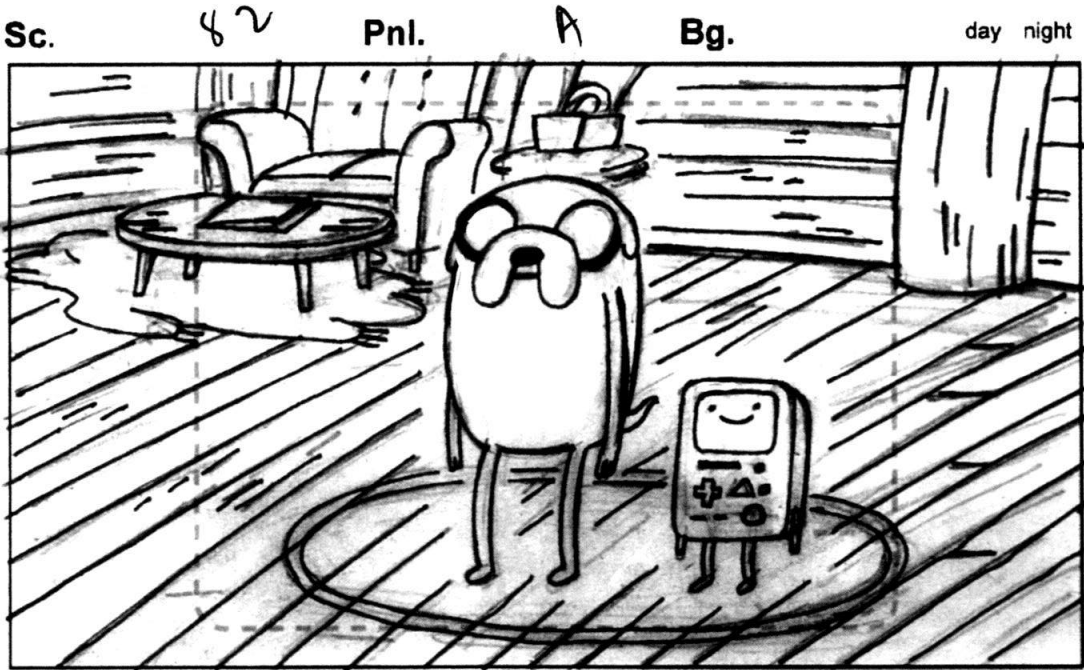
1025/181

ADVENTURE TIME



NO
SC
83

Page 124
NO PG 125
day night



Dialog:
P.B. (o.s.)/ - ever to be assembled in one place.
Action:
Timing:

APR 23 2014

EPISODE # 1025-181
Production :

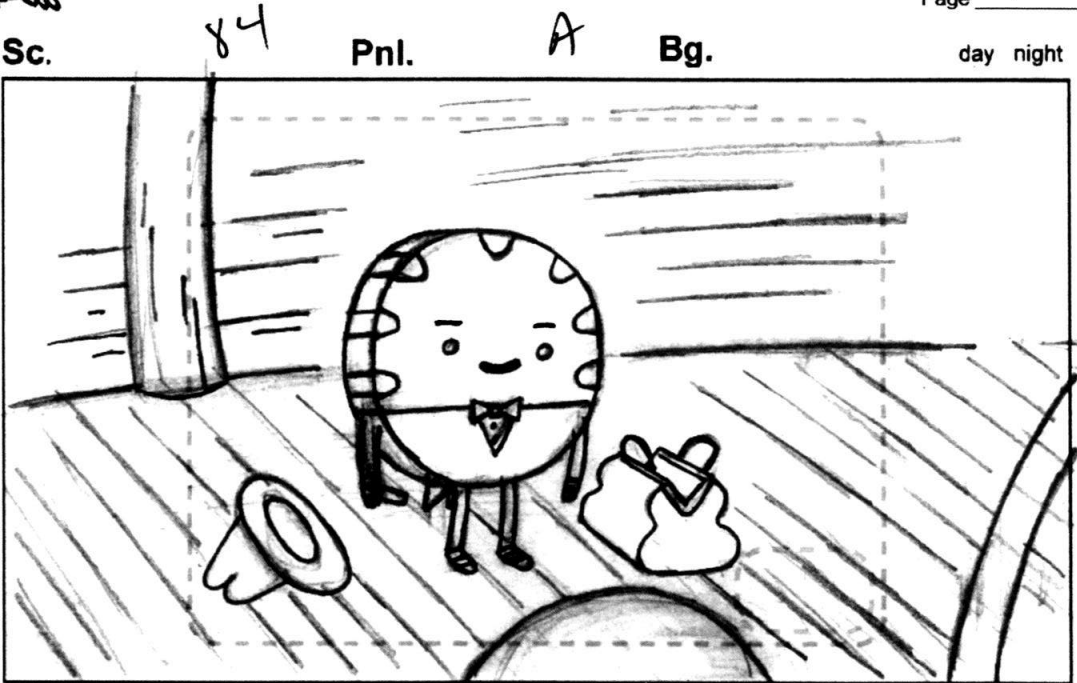
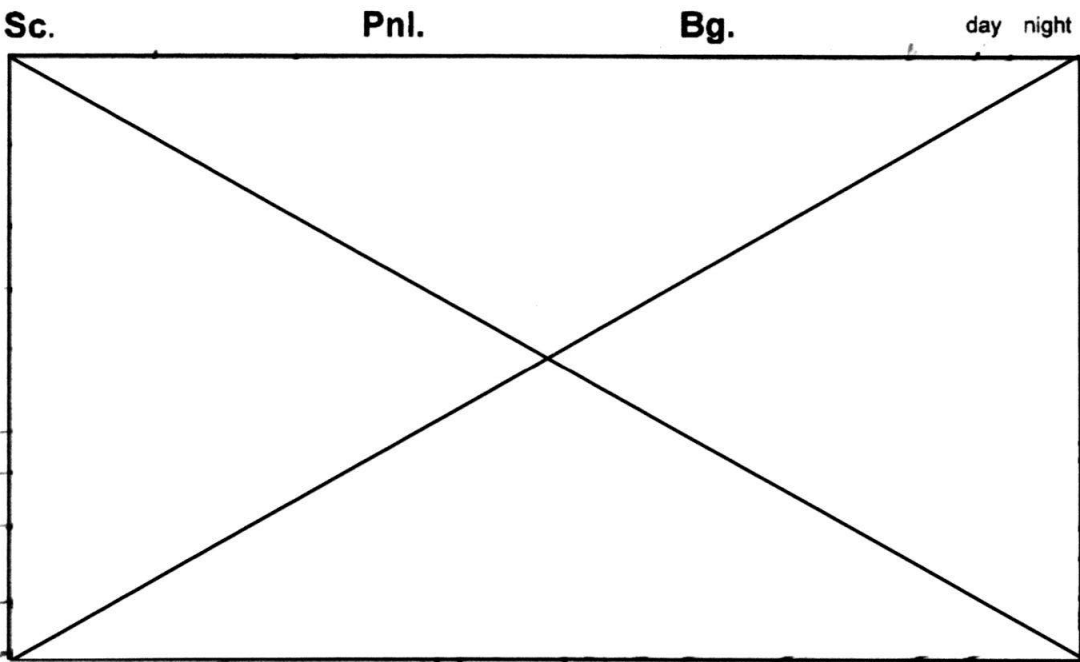
1025/181

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1025/181

1025/181

ADVENTURE TIME



Dialog:
Action:
Timing:

APR 23 2014

1025/181

EPISODE # 1025-181

1025/181

Production :

1025/181

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ADVENTURE TIME



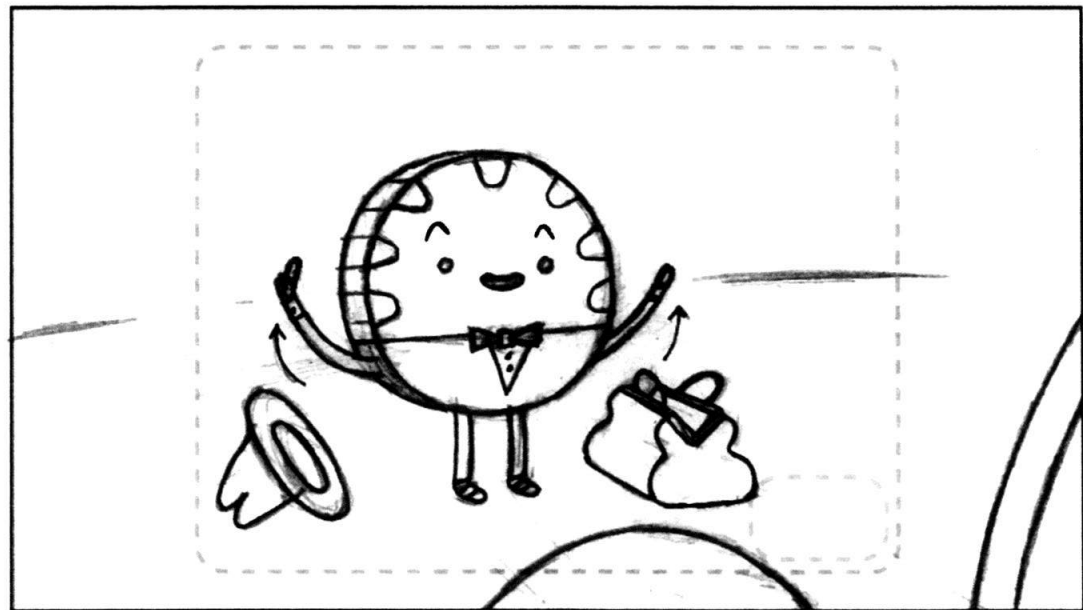
Sc.

84 cont Pnl.

B

Bg.

day night



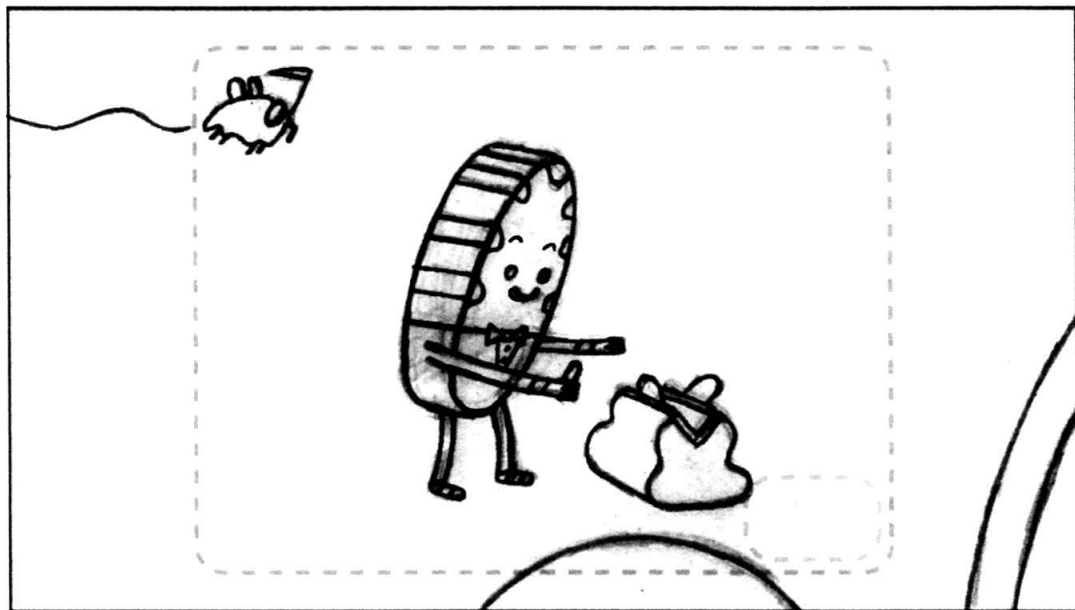
Sc.

84 cont Pnl.

C

Bg.

Page 127
day night



Dialog:

P.B.: WE'RE PERFECTLY SAFE ...

P.B.: ...AS LONG AS...

Action:

GHOST FLY, FLIES IN.

Timing:

APR 23 2014

Production :

EPISODE #

1025-181

1025/181

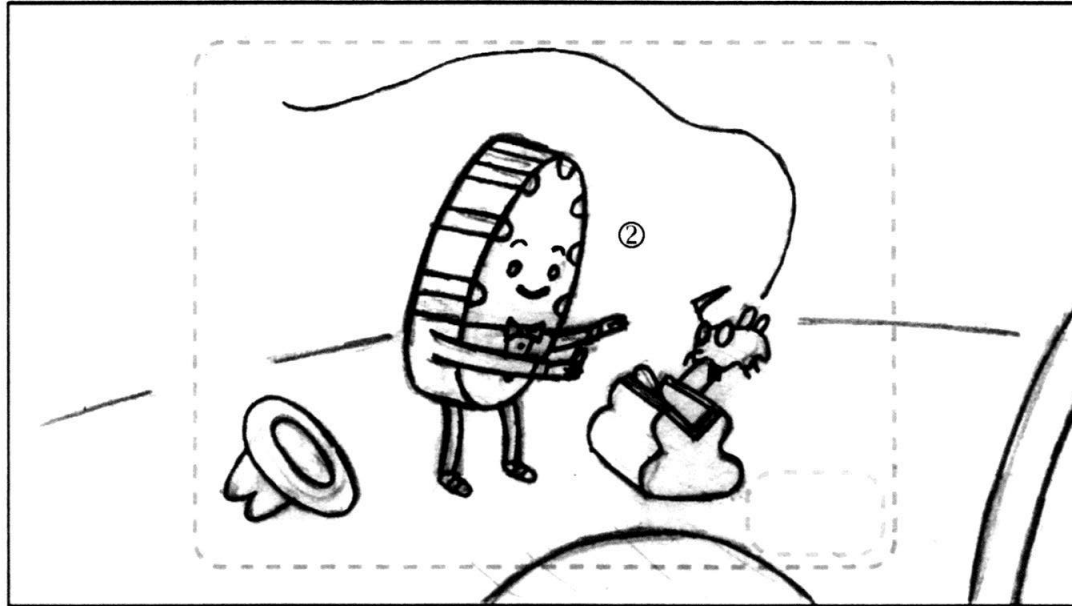
1025/181

ADVENTURE TIME

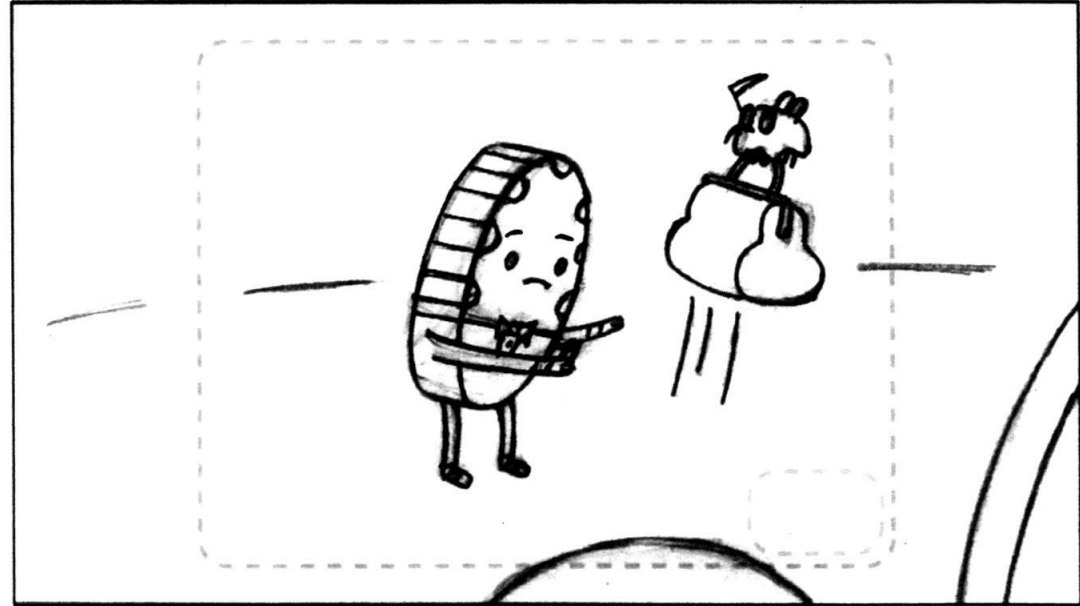


Page 128

Sc. 84 cont Pnl. 1 Bg. day night



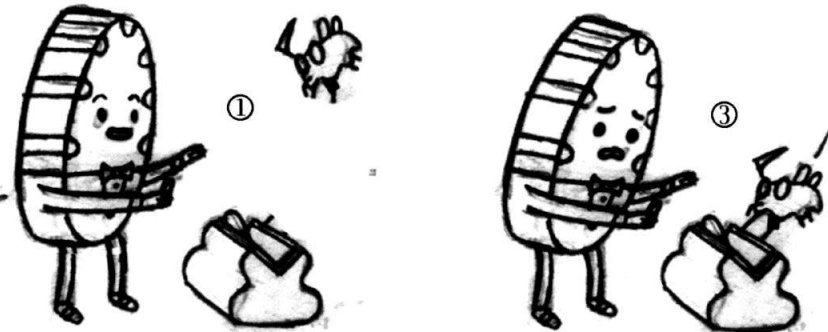
Sc. 84 cont Pnl. 2 Bg. day night



Dialog: P.B. = ... WE ... HAVE ...

Action: GHOST FLY GRABS CARPET BAG.

Timing:



APR 23 2014

EPISODE # 1025-181

Production :

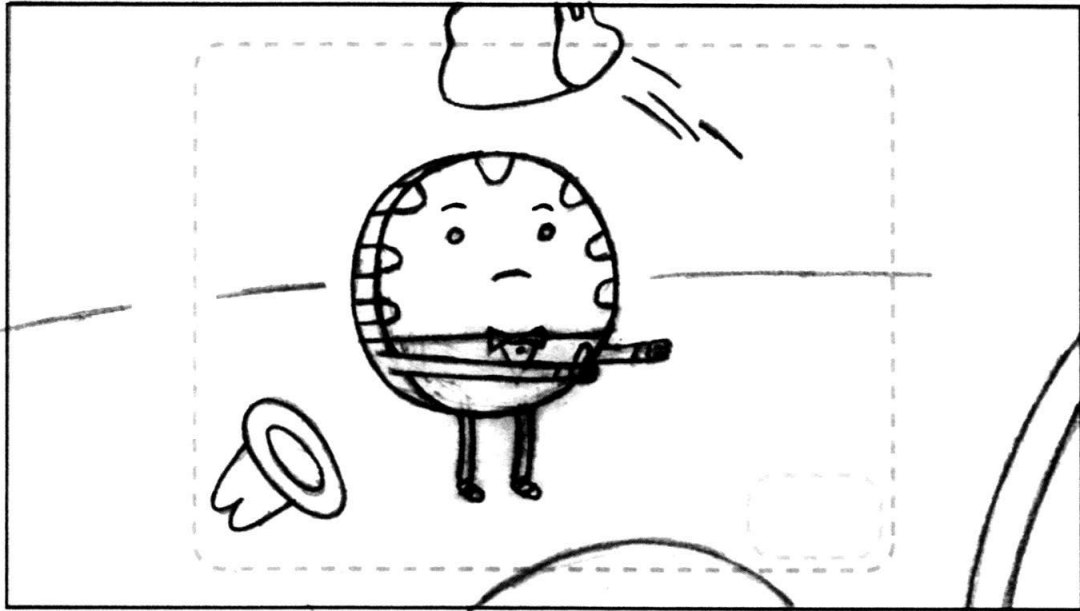
1025/181

1025/181

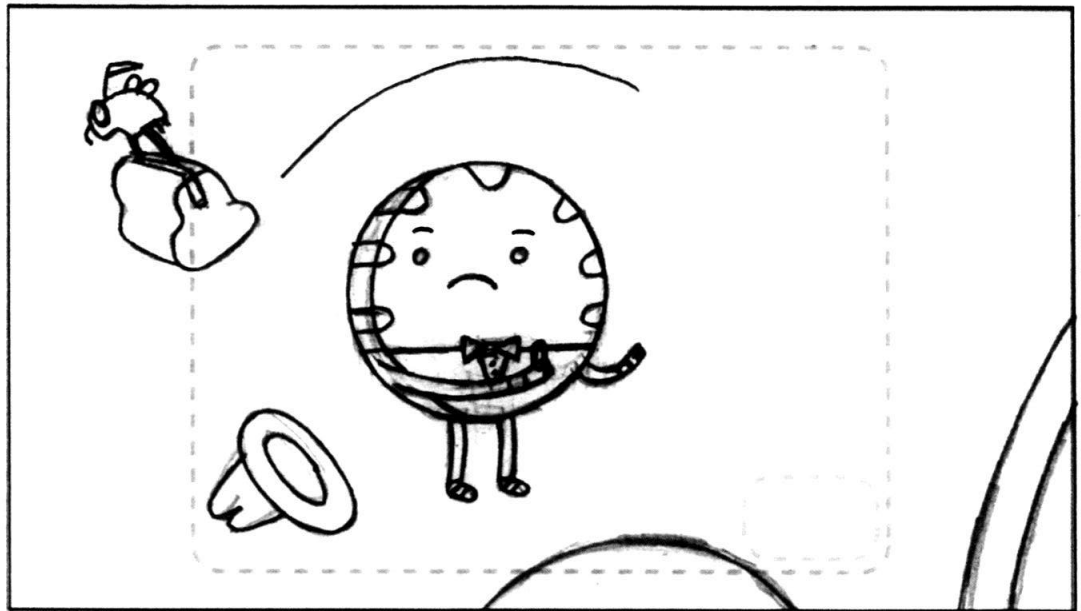
ADVENTURE TIME



Sc. 44 cont Pnl. F Bg. day night



Sc. 44 cont Pnl. 6 Bg. day night



Dialog:
Action: GHOST FLY, FLIES OFF WITH CARPET BAG.
Timing:

APR 23 2014

1025-181

EPISODE #

1025/181

Production :

1025/181

1025/181

ADVENTURE TIME



Page 130

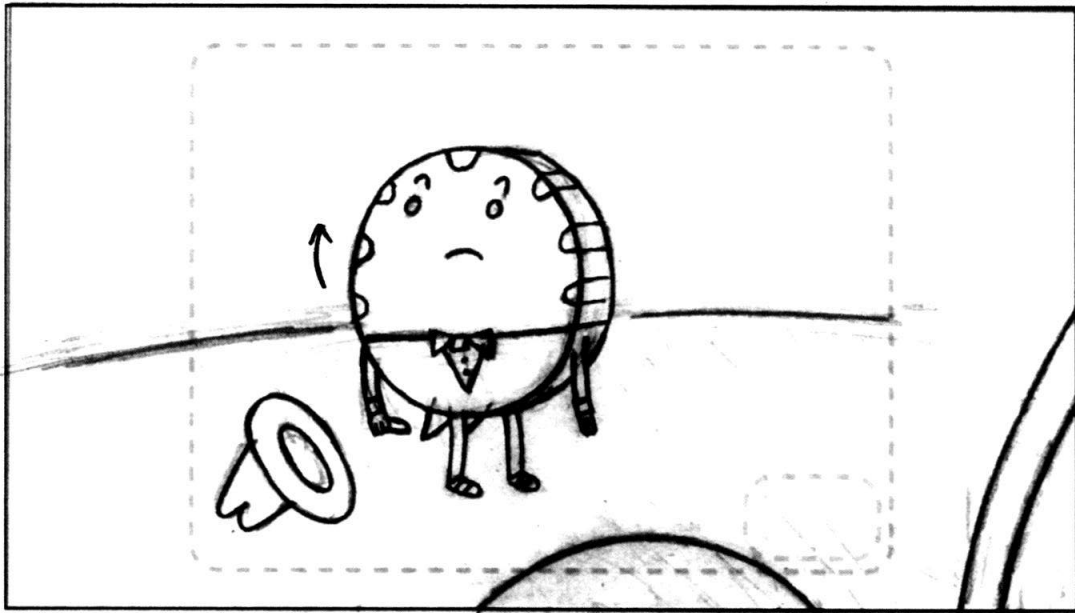
Sc.

84 cont Pnl.

H

Bg.

day night



Sc.

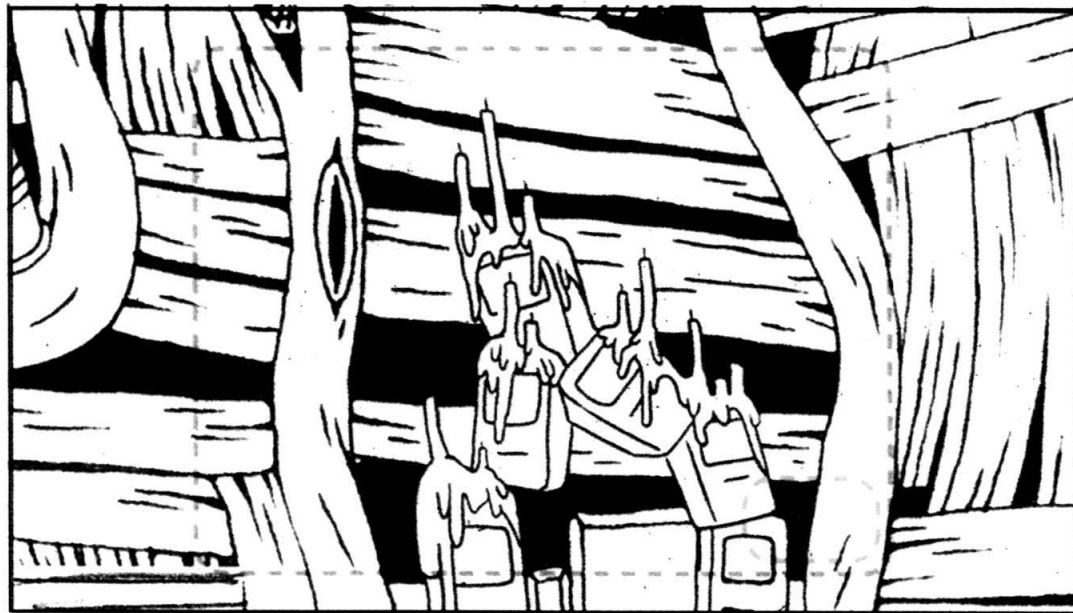
85

Pnl.

A

Bg.

day night



Dialog:

Action: - PEP BUT TRACKS G. FLX.

APR 23 2014

Timing:

EPISODE #

1025-181

Production :

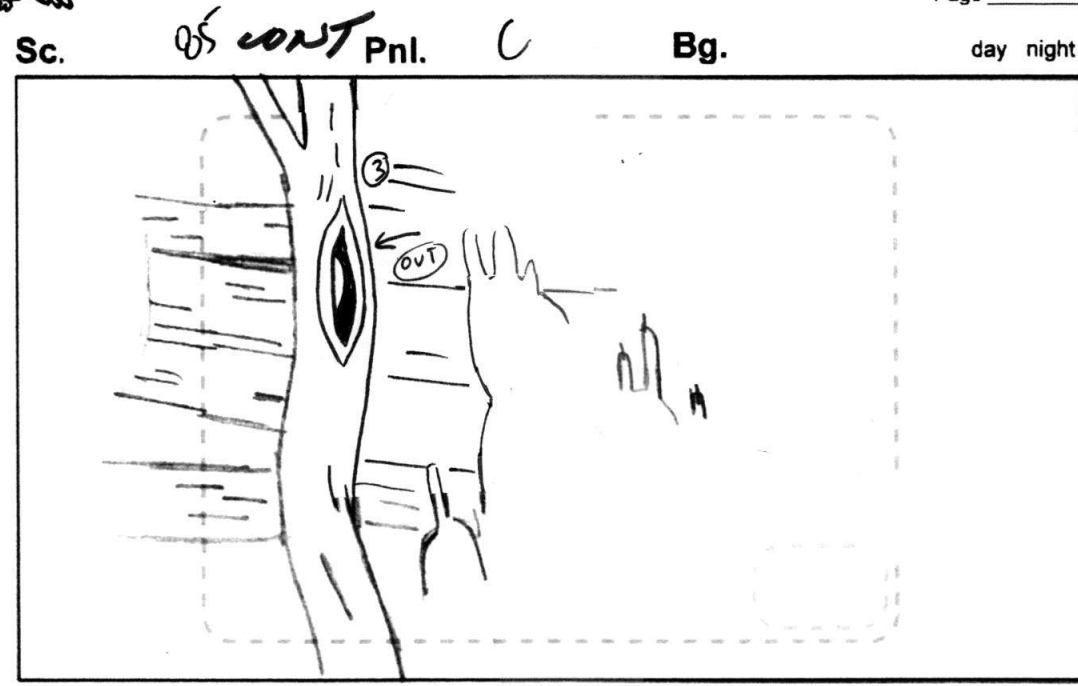
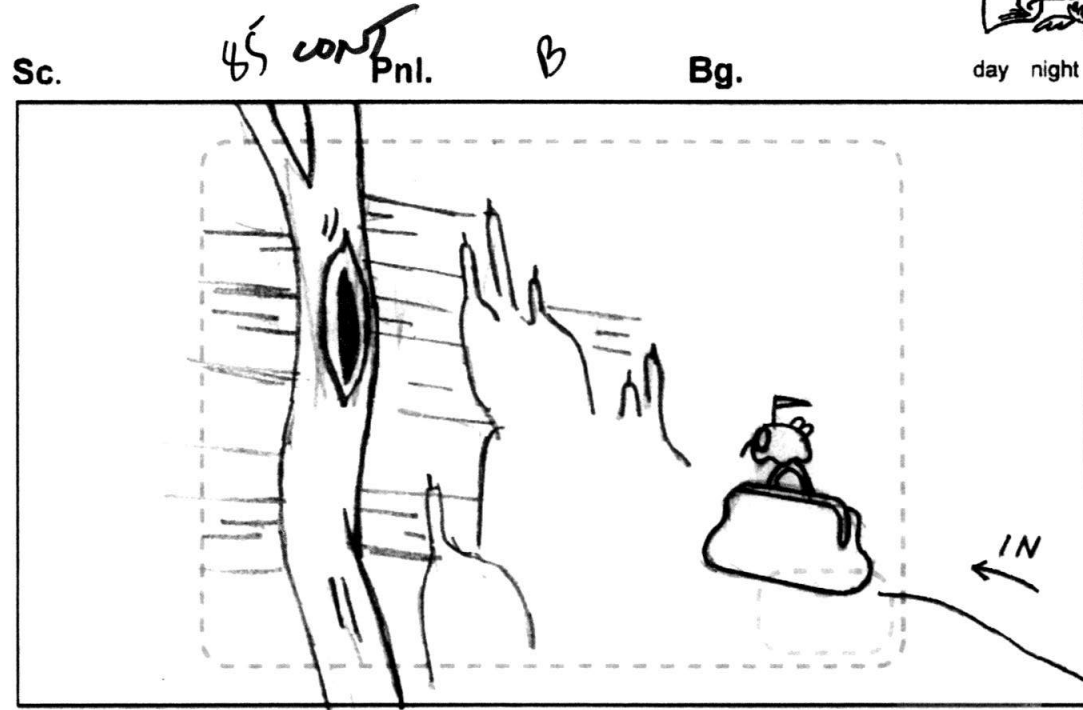
1025/181

1025/181

ADVENTURE TIME



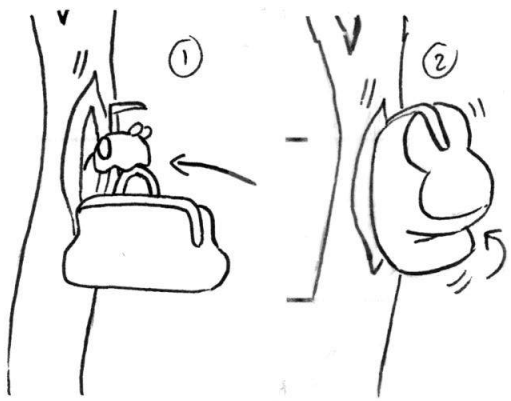
Page 131



Dialog:

Action: GHOST FLY, FLIES IN.

Timing:



GHOST FLY TAKES CARPET BAG INTO KNOT HOLE.

APR 23 2014

EPISODE # 1025-181

Production :

1025/181

1025/181

1025/181

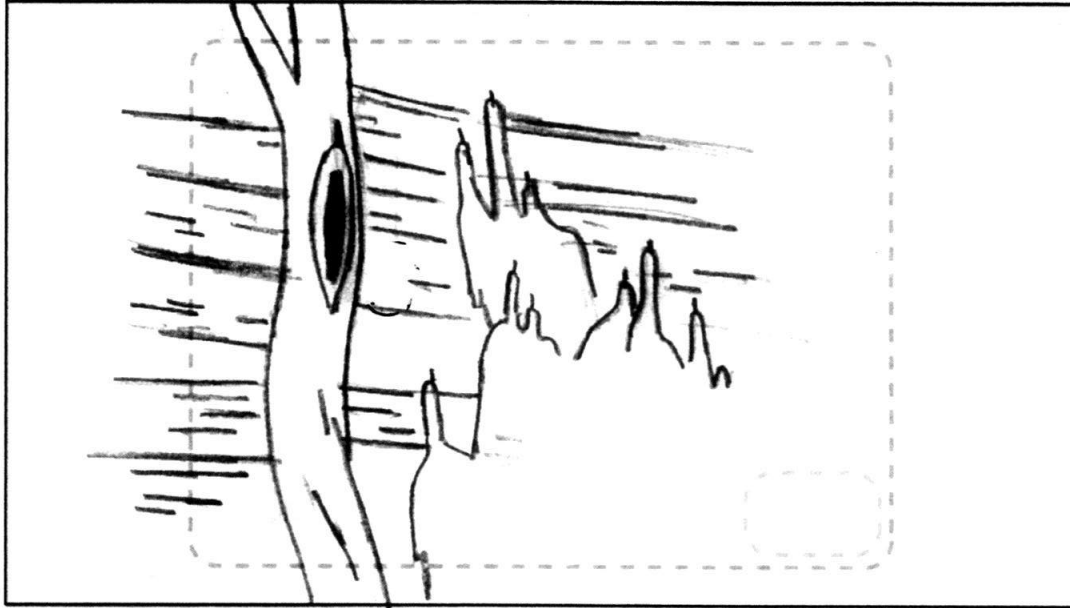
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ADVENTURE TIME

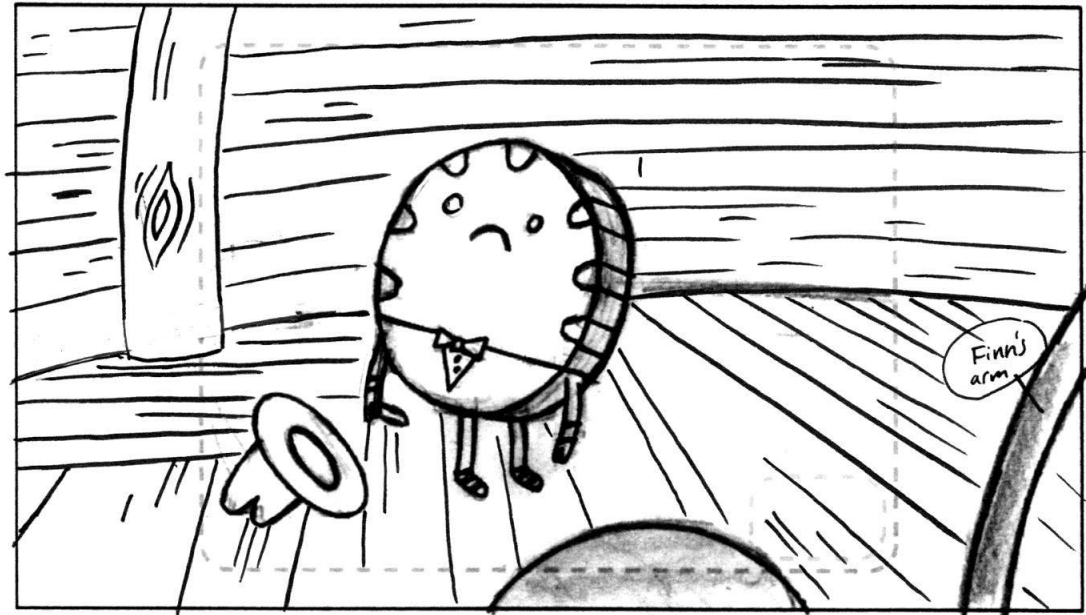


Page 132

Sc. **cont** Pnl. **1** Bg. day night



Sc. **86** Pnl. **A** Bg. day night



Dialog:

SFX: THOMP

Action:

- CARPET BAG DISAPPEARS

P.B. LOOKING OFF-SCREEN
(AT KNOT HOLE).

APR 23 2014

Timing:

EPISODE #

1025-181

1025/181

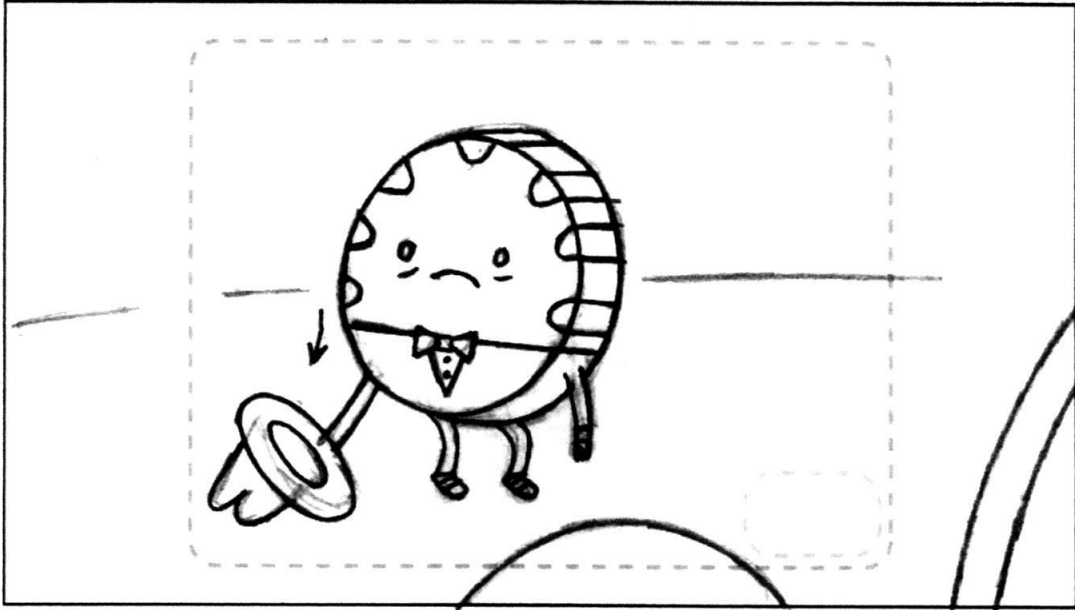
Production :

1025/181

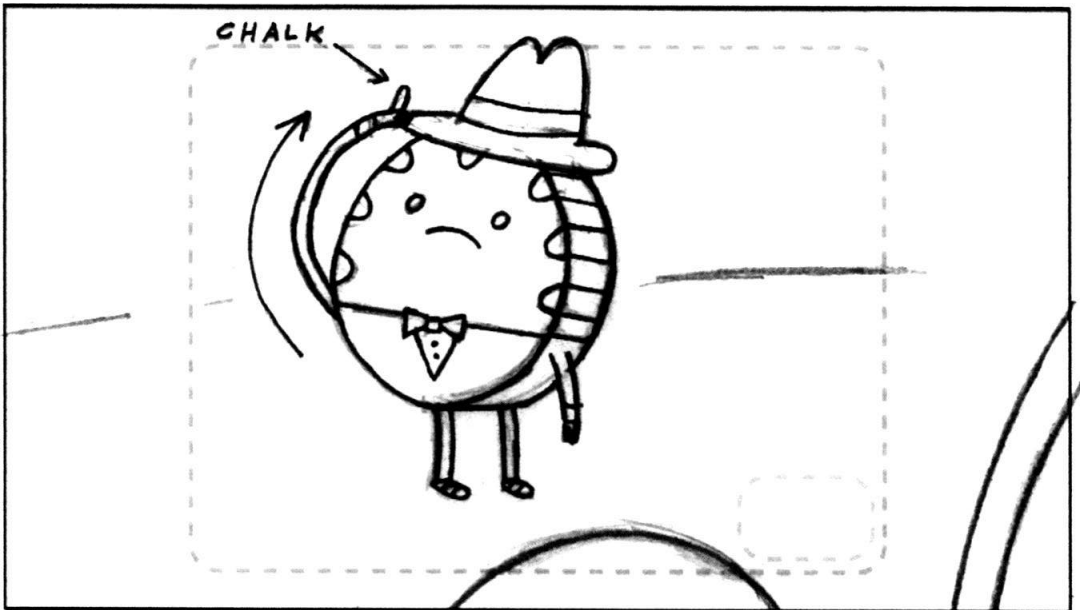
ADVENTURE TIME



Sc. 86 CONT Pnl. B Bg. day night



Sc. 86 CONT Pnl. C Bg. day night



Dialog:
Action: P.B. SQUATS TO GRAB HAT.
P.B. PUTS ON HAT CALMLY.
Timing:

APR 23 2014

1025/181

1025-181
1025/181
EPISODE #
Production :

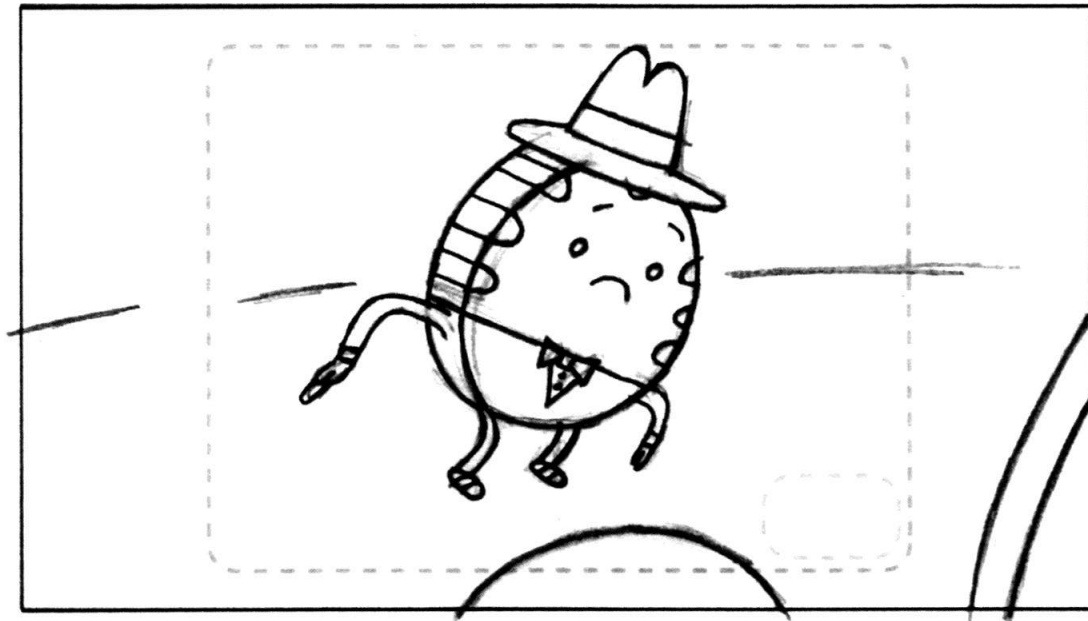
1025/181

ADVENTURE TIME

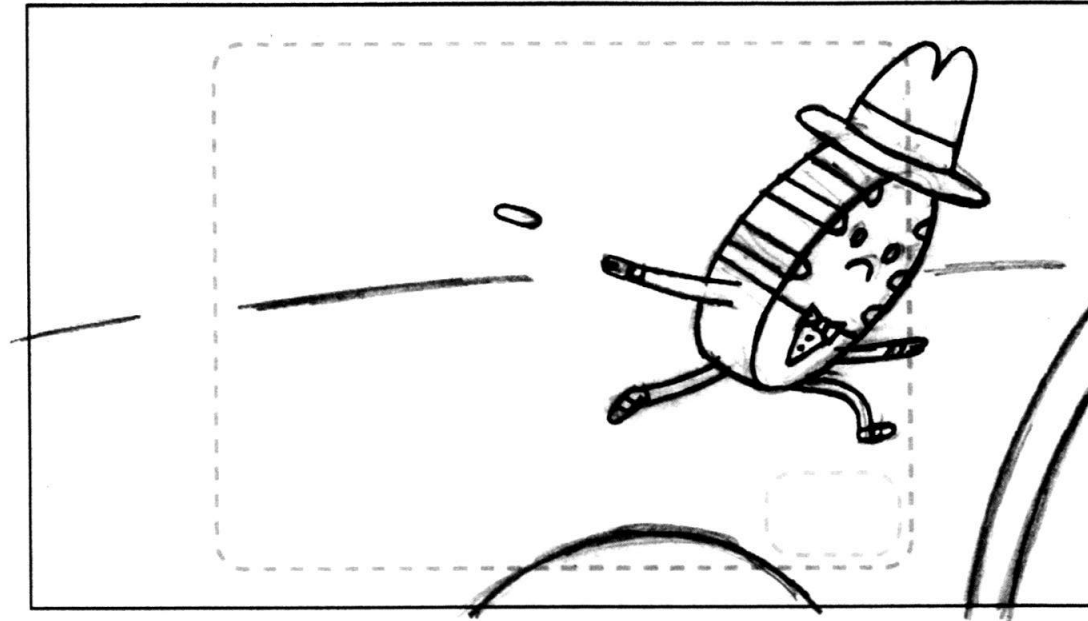


Page 134
day night

Sc. 86 cont Pnl. 1 Bg. day night



Sc. 86 cont Pnl. 1 Bg. day night



Dialog:	<u>SFX</u> : THUMP THUMP THUMP (P.B. FOOTSTEPS)
Action:	(INTO RUN)
Timing:	APR 23 2014

EPISODE # 1025-181

1025/181

Production :

1025/181

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1025/181

ADVENTURE TIME



Page 135

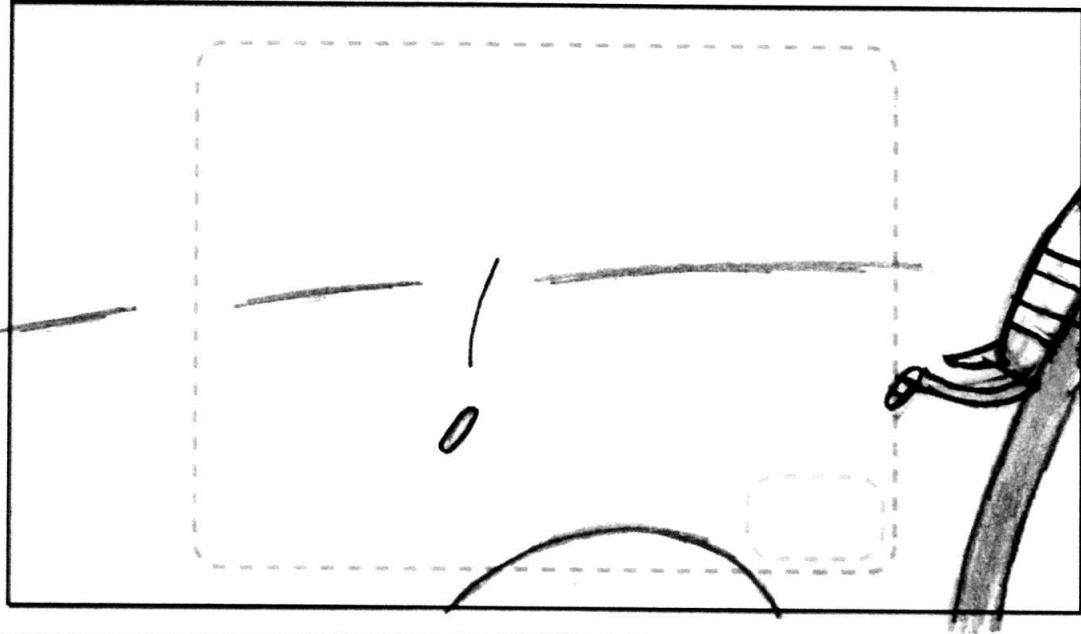
Sc.

86 cont Pnl.

F

Bg.

day night

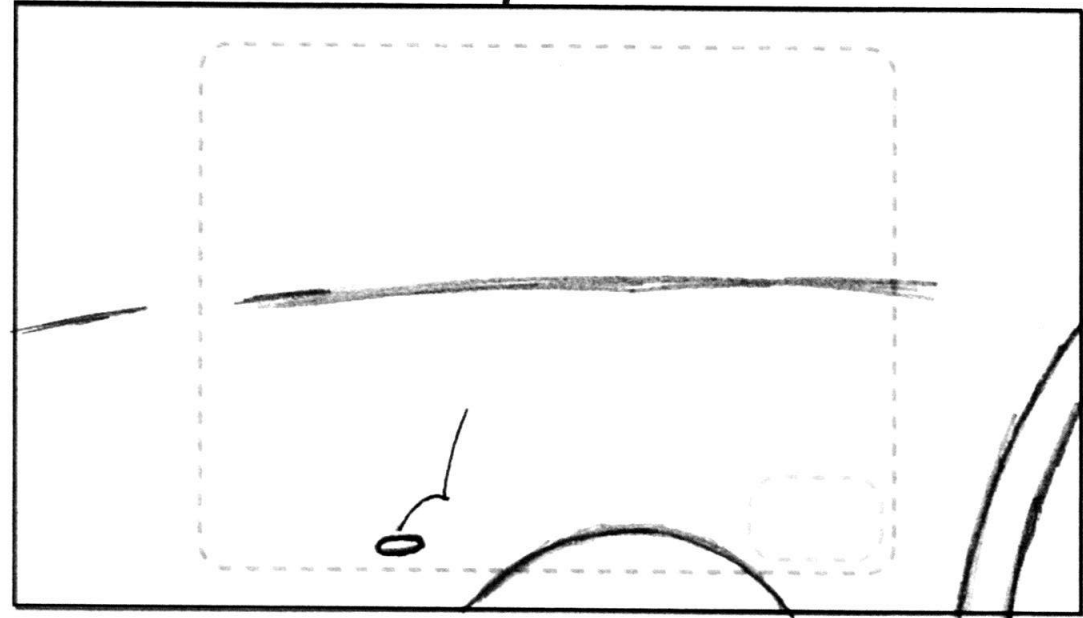


Sc.

86 cont Pnl. G

Bg.

day night



Dialog:

SFX: PECK! (CHALK HITTING FLOOR.)

Action:

Timing:

APR 23 2014

EPISODE #

1025-181

Production :

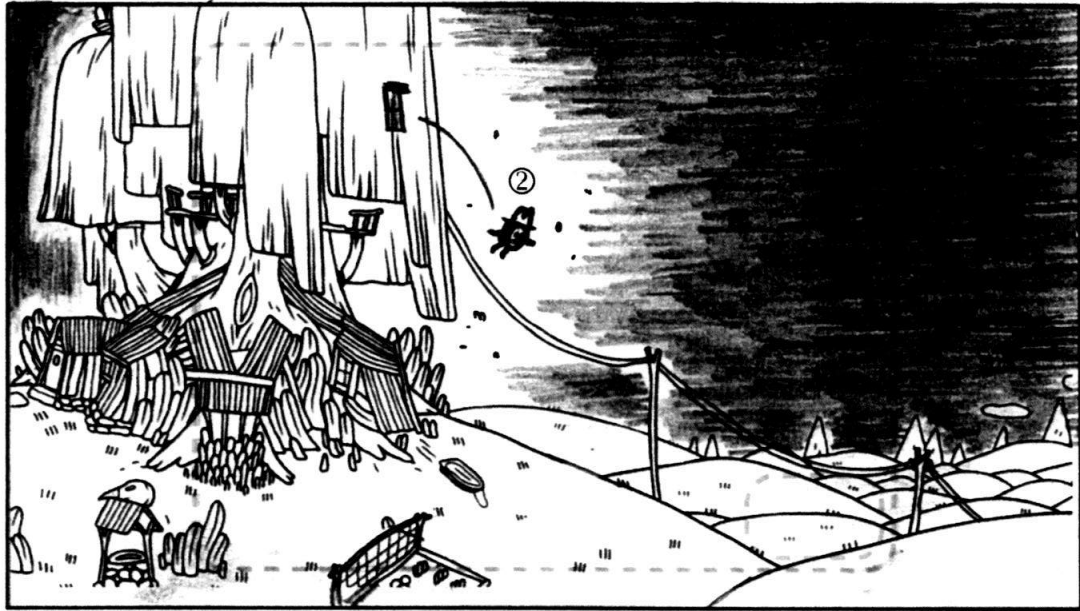
1025/181

1025/181

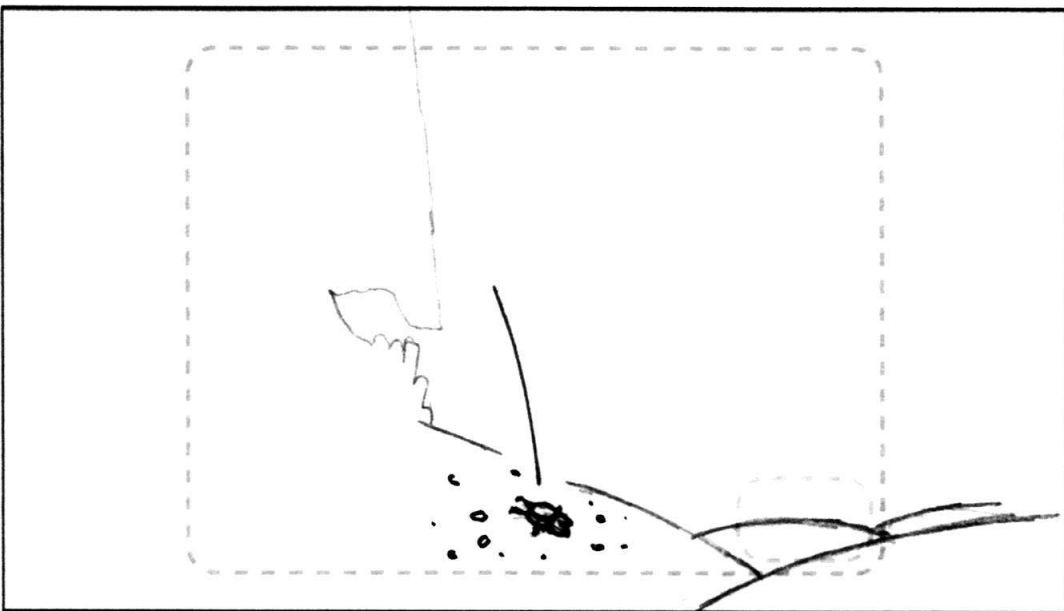
ADVENTURE TIME




Sc. 87 Pnl. A Bg. day night



Sc. 87 cont Pnl. B Bg. day night



Dialog:	SFX: *CRASH!*	SFX: PLOP.
Action:	P.B. JUMPS OUT OF WINDOW.	P.B. HITS GROUND.
Timing:		APR 23 2014

EPISODE # 1025-181

Production :

1025/181

1025/181

1025/181

ADVENTURE TIME



Page 137

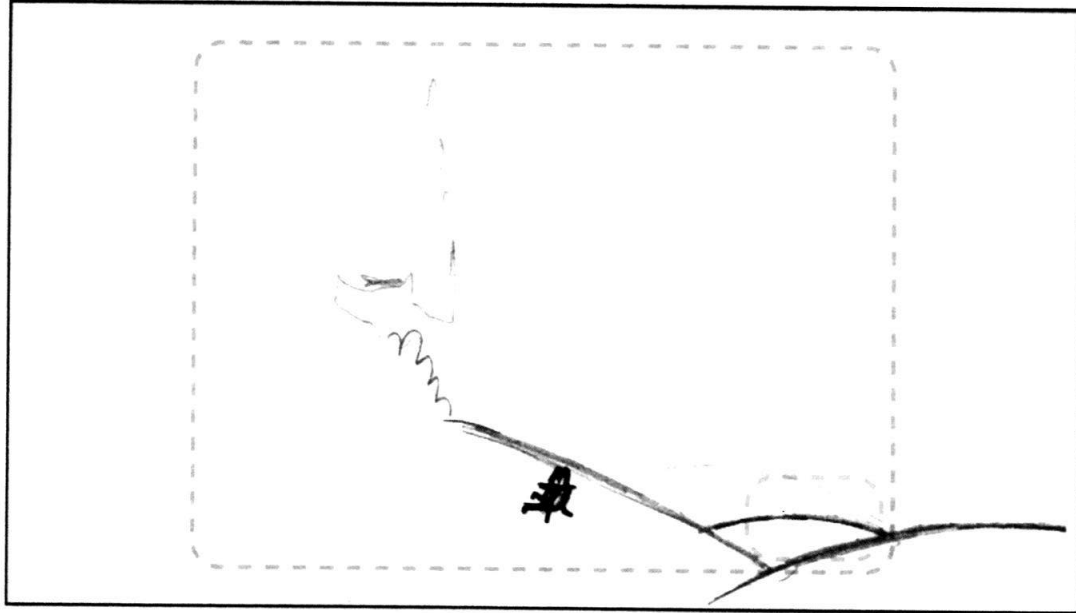
Sc.

07 cont Pnl.

C

Bg.

day night



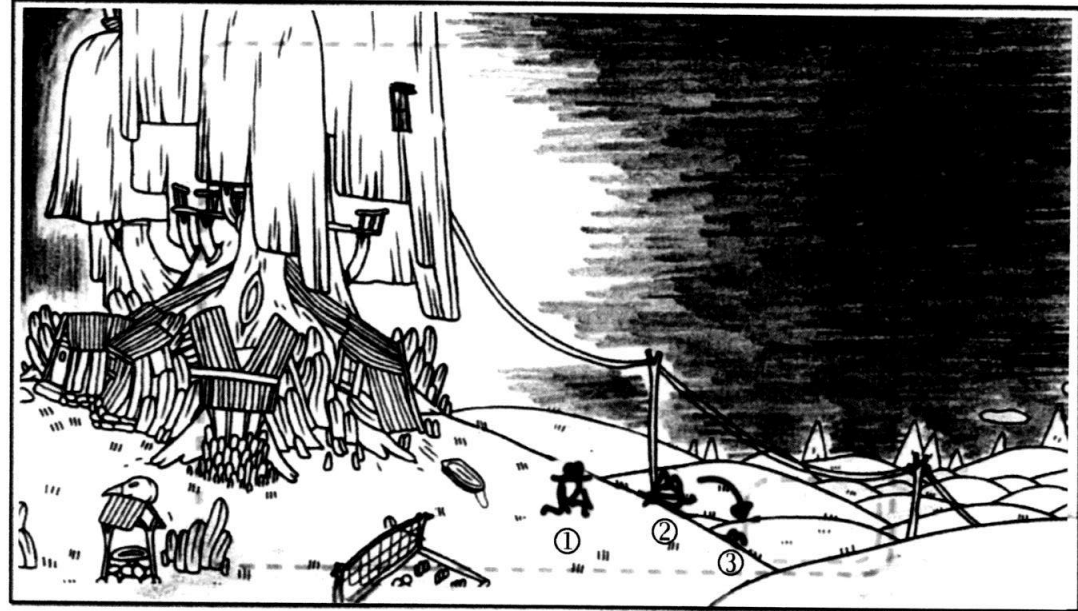
Sc.

07 cont Pnl.

0

Bg.

day night



Dialog:

Action:

P.B. PUSHES HIMSELF UP.

P.B. RUNS INTO DISTANCE.

APR 23 2014

Timing:

EPISODE # 1025-181

Production :

1025/181

1025/181

1025/181


ADVENTURE TIME



Page 138

Sc. 07 cont Pnl. E Bg. day night

Sc. 07 cont Pnl. F Bg. day night

Dialog:
Action: -PEP-BUT RUNS OFF/S.
Timing: 

APR 23 2014

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Production :

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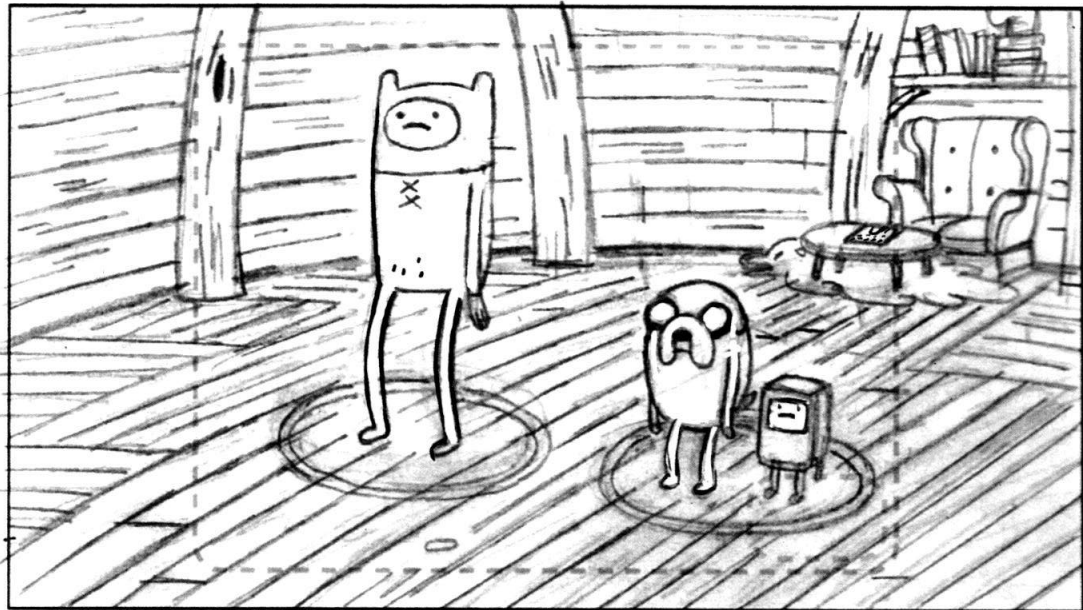
1025/181

1025/181

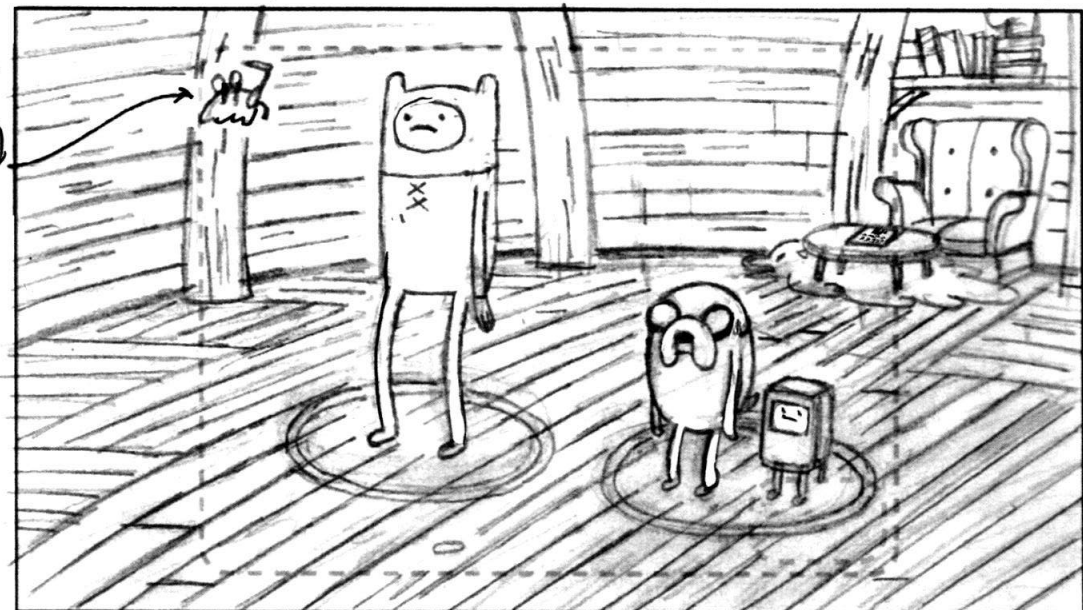
ADVENTURE TIME



Sc. 98 Pnl. A Bg. day night



Sc. 98 cont Pnl. B Bg. day night



Dialog:
Action: STANDING IN CIRCLES, BORED. - GHOST FLY ENTERS.
Timing:

APR 23 2014

1025-181
EPISODE #
1025/181
Production :

1025/181

1025/181

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ADVENTURE TIME



Sc.

84 cont
Pnl.

C

Bg.

day night

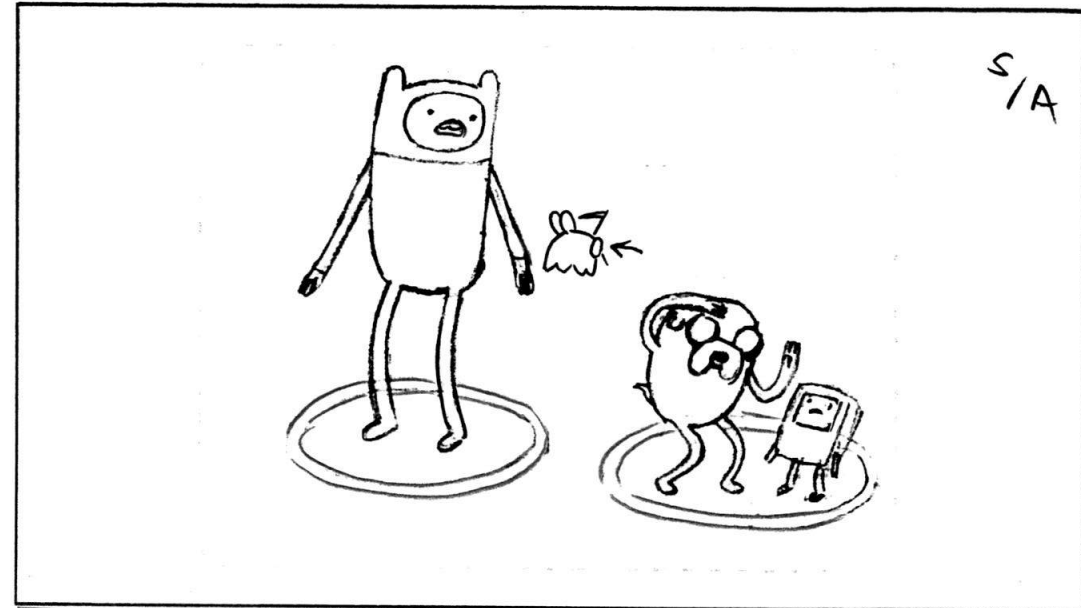
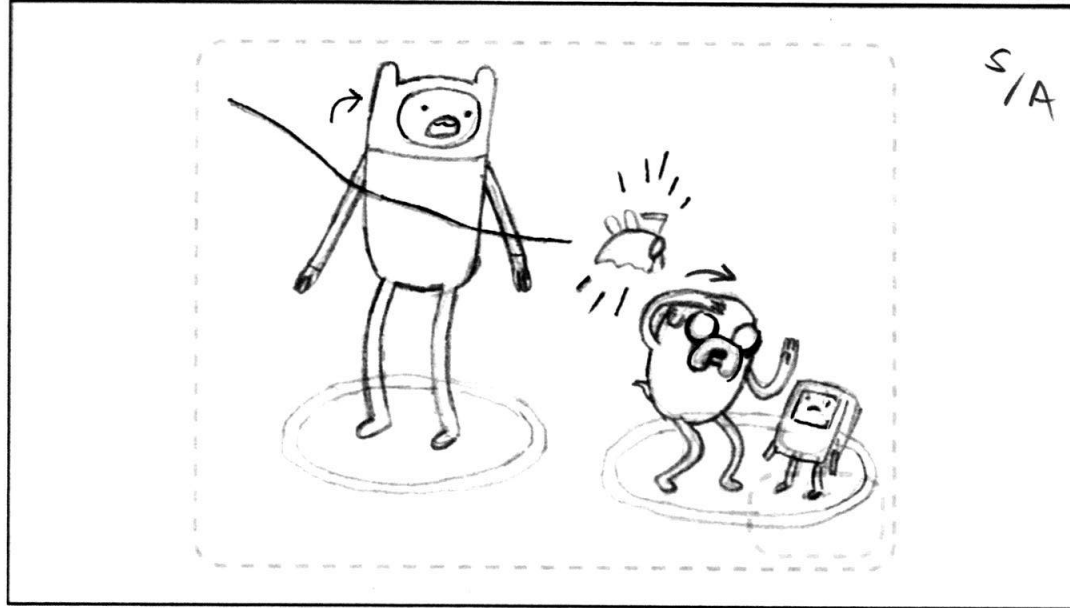
Sc.

88 cont
Pnl.

D

Bg.

Page 140
140A NEW
day night



Dialog:

SFX: *THOCK!*

Action:

- GHOST FLY HITS INVISIBLE BARRIER.

- GF SEEMS DAZED

Timing:

APR 23 2014

EPISODE #

1025-181

Production :

1025/181

ADVENTURE TIME



Sc.

88 cont

Pnl. E

Bg.

day night

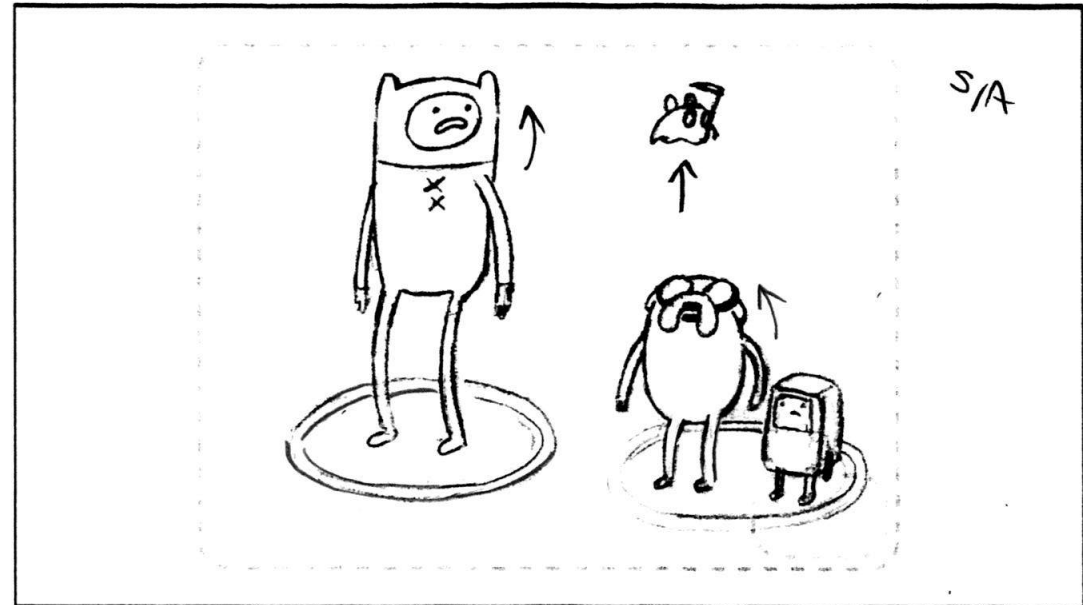
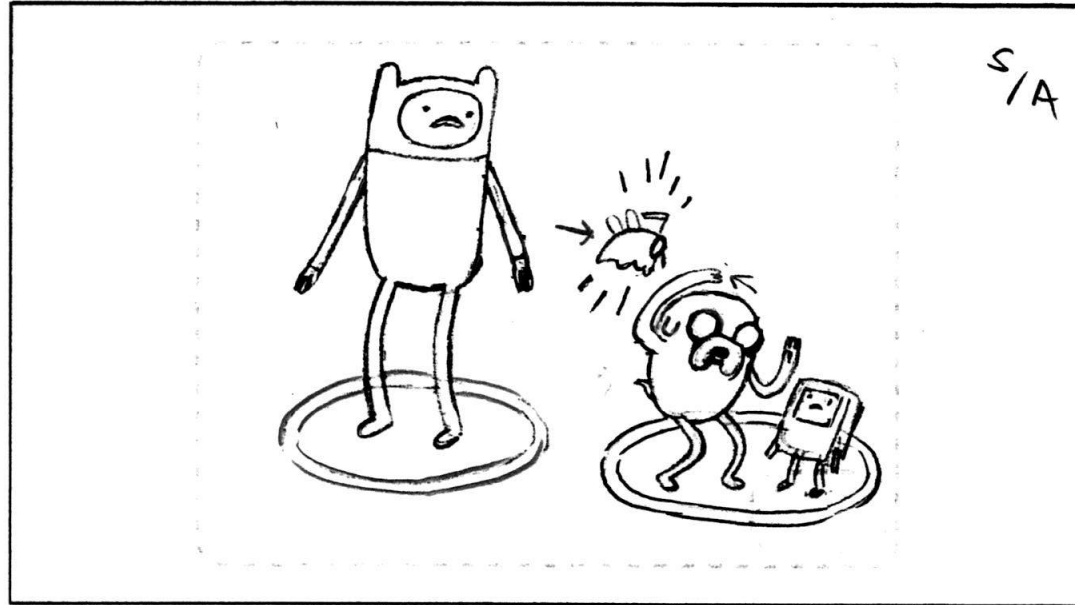
Sc.

88 cont

Pnl. F

Bg.

Page 140 A
141 NEXT
day night



Dialog:

SFX: * THOCK! * THOCK*THOCK*

J (NERVOUS) = WELL, HEH...
HOW 'BOUT THAT...

GF: (DISAPPOINTED) WOOO...

Action:

- GHOST FLY HITS INVISIBLE BARRIER.
A FEW MORE TIMES

- GHOST FLY FLOATS UPWARD

Timing:



APR 23 2014

EPISODE #

1025-181

1025/181

Production :

1025/181

ADVENTURE TIME



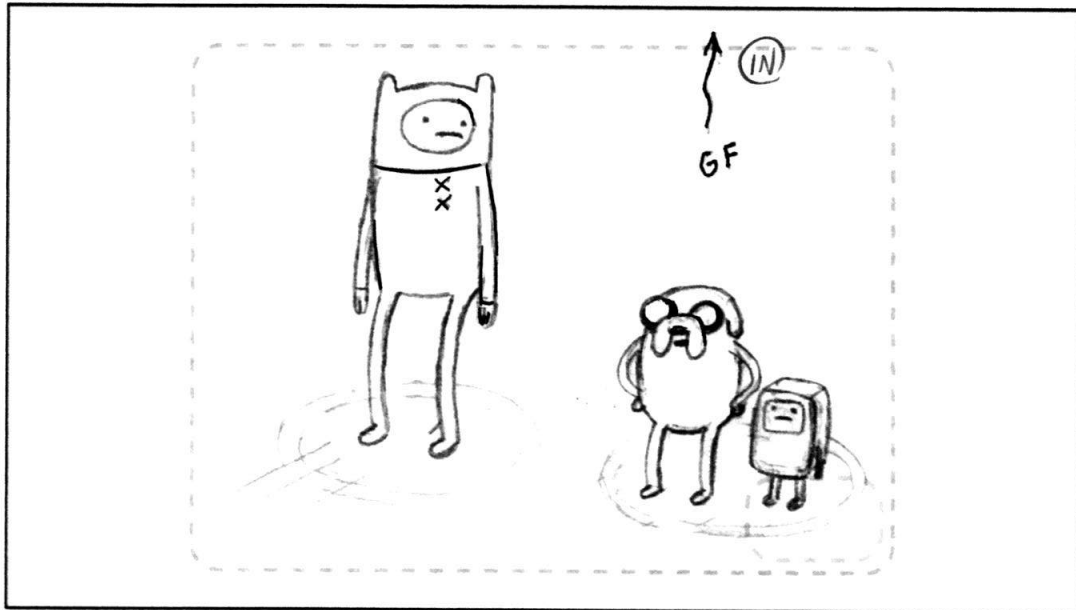
88 cont

Sc.

Pnl. G

Bg.

day night



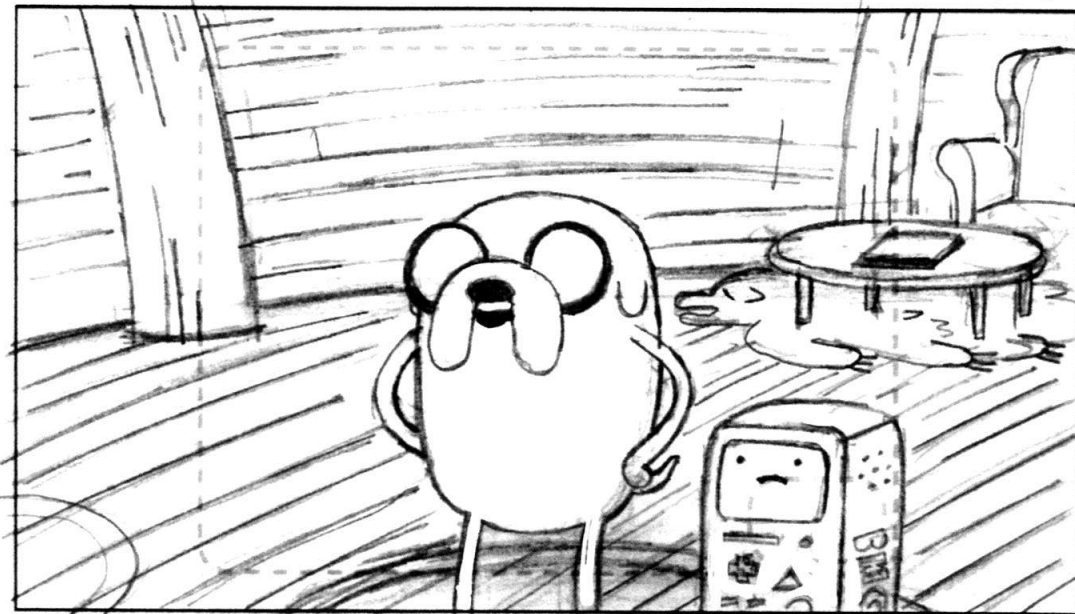
89

Sc.

Pnl. A

Bg.

day night



Dialog:

J = NO BIGGIE.

J = WE'LL JUST HANG OUT INSIDE --

Action:

- GF FLOATS OFF/S

Timing:

APR 23 2014

Production :

EPISODE #

1025-181

1025/181

1025/181

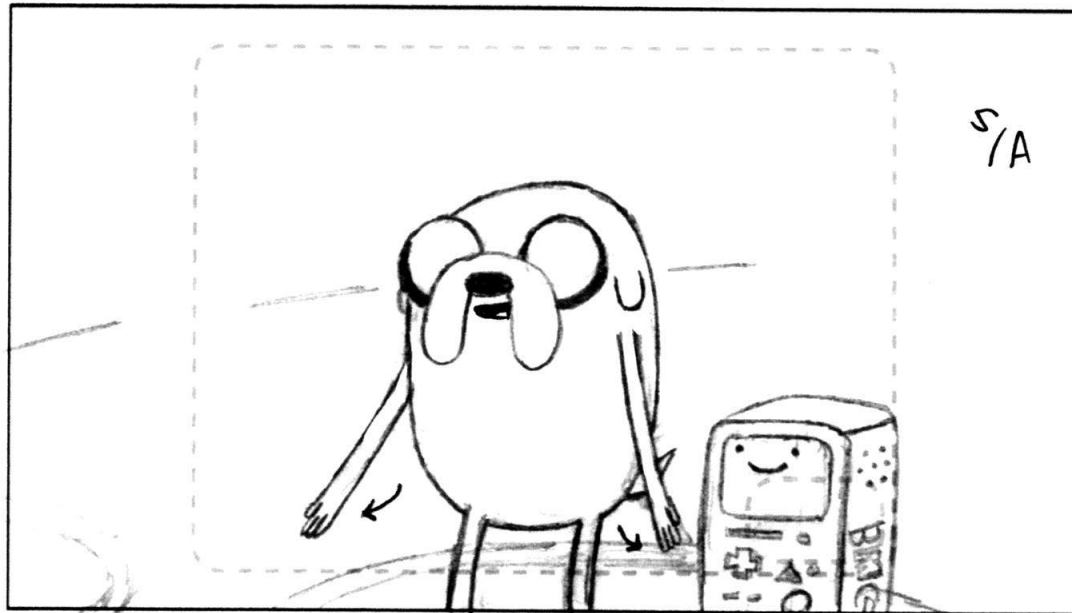
1025/181

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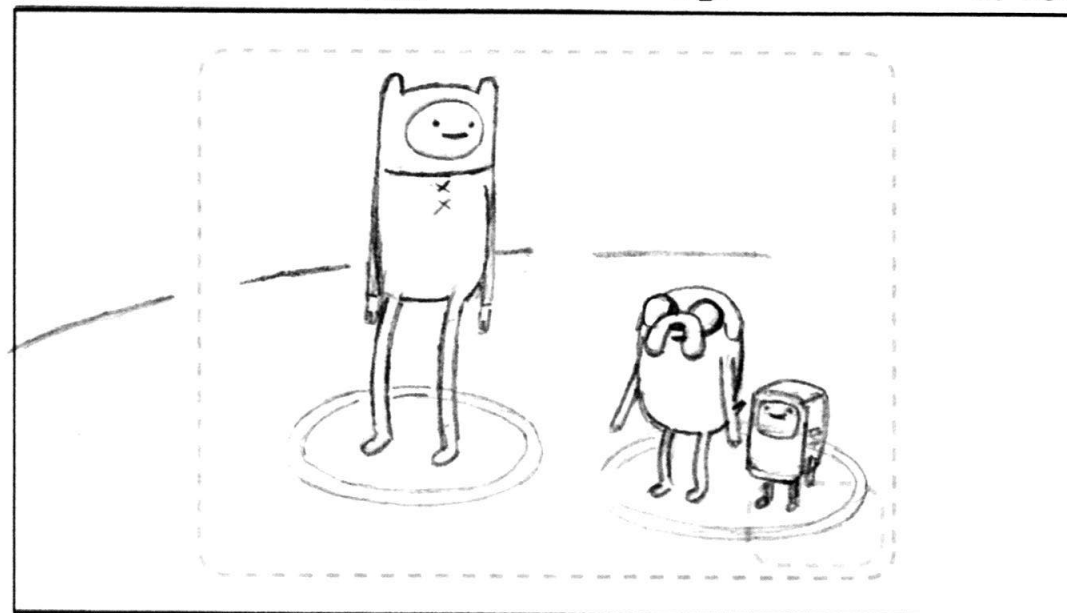
ADVENTURE TIME



Sc. *89 cont* Pnl. *B* Bg. day night



Sc. *90* Pnl. *A* Bg. day night



Dialog:

J: ...THESE MAGIC CIRCLES...

J: ...UNTIL MORNING.

Action:

Timing:

APR 23 2014

Production :

EPISODE #

1025-181

1025/181

Page *142*

1025/181

ADVENTURE TIME



Page 143

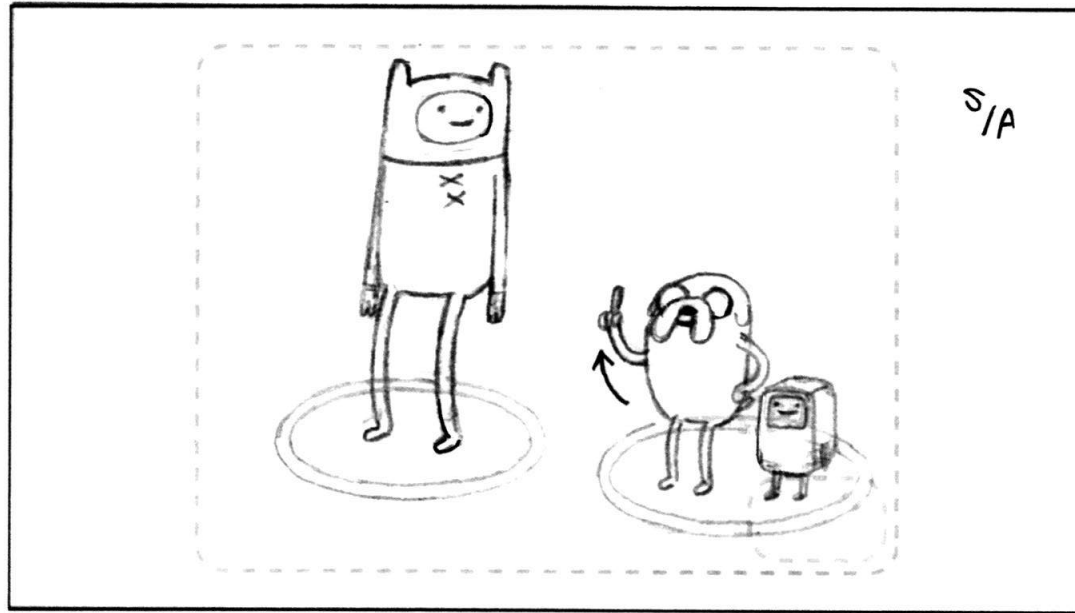
Sc.

90 cont Pnl.

B

Bg.

day night



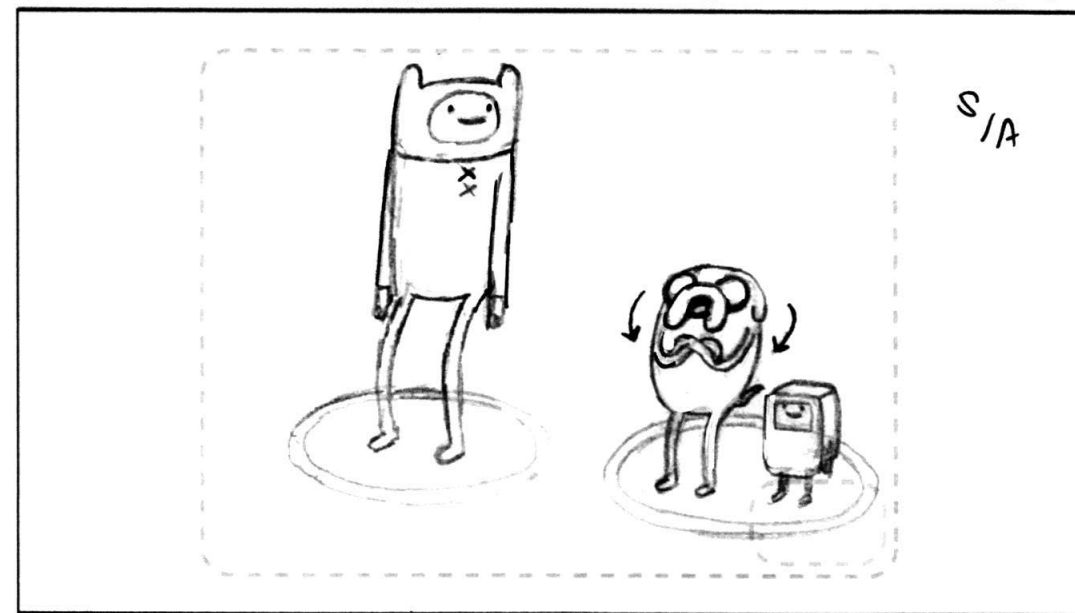
Sc.

90 cont Pnl.

C

Bg.

day night



Dialog:	
<u>J</u> = THAT'S WHEN GHOSTS GO TO SLEEP.	<u>J</u> = YEP... JUST GOT TO MAKE IT...
Action:	- J. FOLDS ARMS
Timing:	

APR 23 2014

Production :

EPISODE #

1025-181

1025/181

1025/181

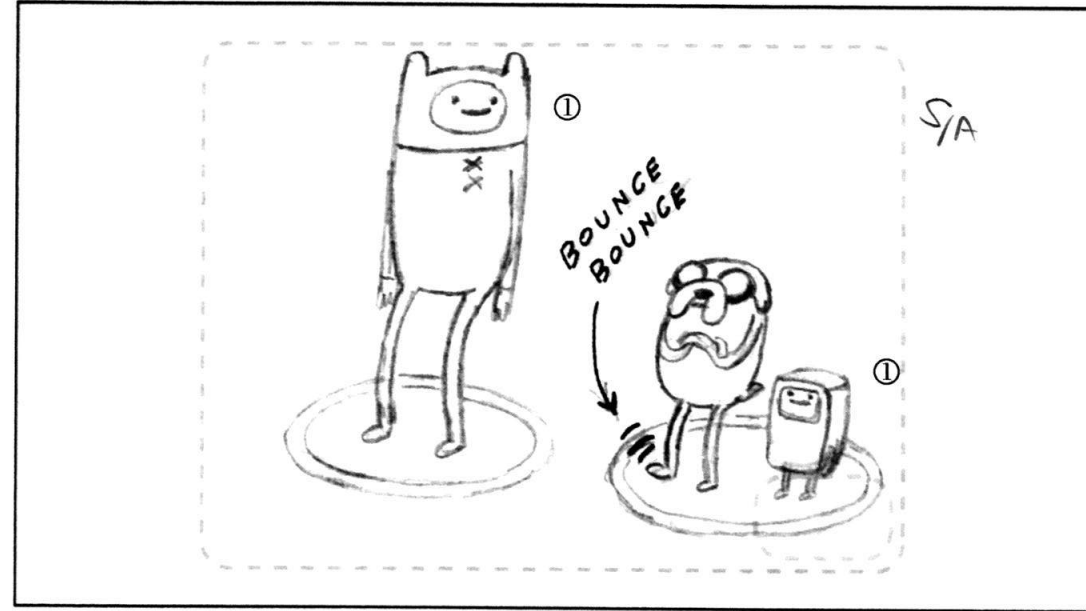
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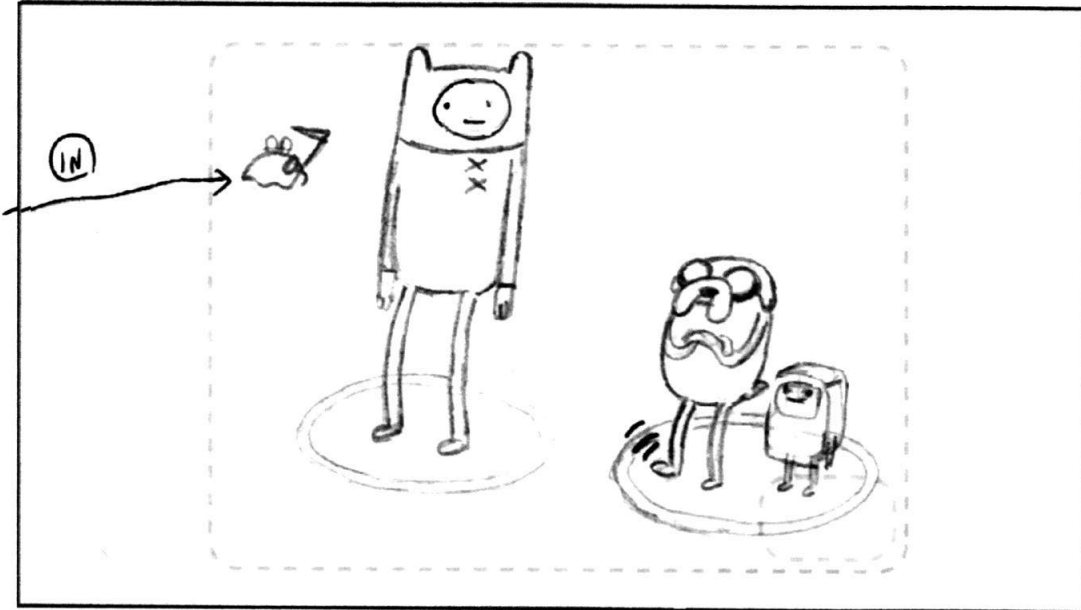
ADVENTURE TIME



Sc. 90 cont Pnl. 1 Bg. day night



Sc. 90 cont Pnl. 6 Bg. day night



Dialog:

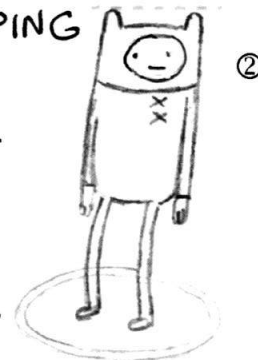
J: ...TO MORNING...

SFX: * PT-PT-PT-PT*

Action:

- JAKE'S FOOT STARTS TAPPING UP AND DOWN.

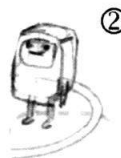
Timing:



GHOST FLY: WOOOOO —————

- G.F. FLOATS ON/S.

APR 23 2014



EPISODE #

1025-181

1025/181

Production :

1025/181

ADVENTURE TIME



Sc.

90 *cont* Pnl.

F

Bg.

day night

Sc.

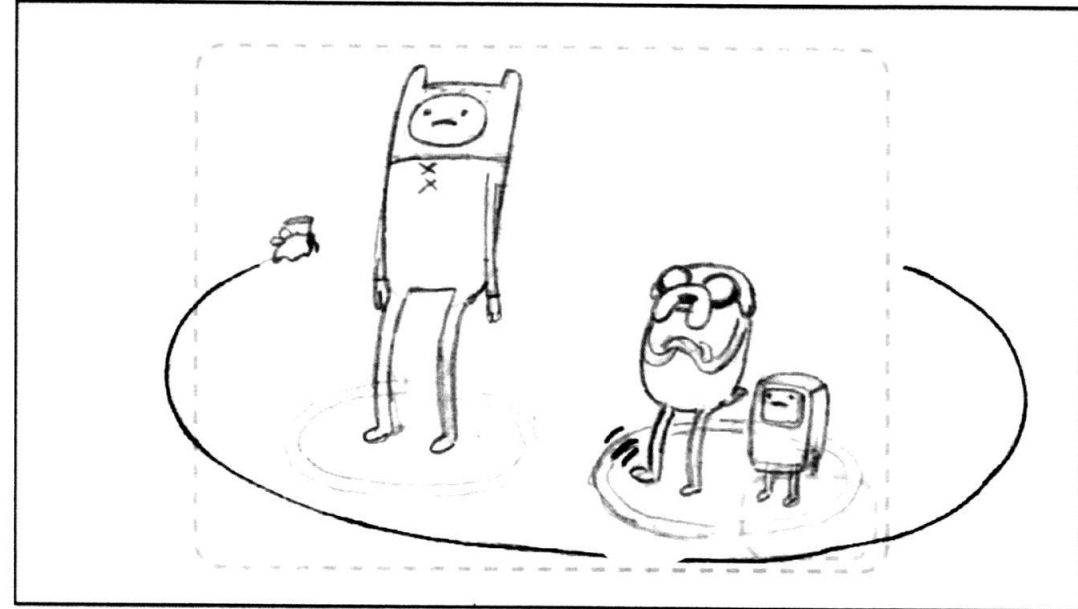
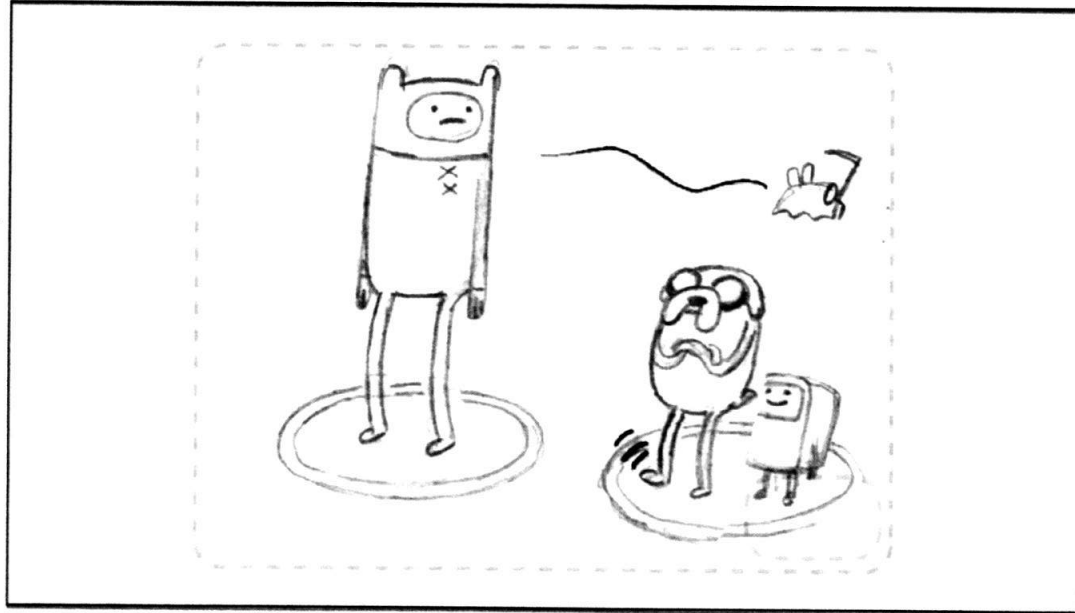
90 *cont* Pnl.

6

Bg.

Page 145

day night



Dialog:

GF: Wooooo ~~~~~

GF: Wooooo ~~~~~

Action:

- J, F + B TRACK GHOST FLY

GHOST FLY CIRCLES AROUND THEM
(FOR HOURS) . . .

Timing:

APR 23 2014

EPISODE #

1025-181

1025/181

Production :

1025/181

ADVENTURE TIME



Sc.

90 cont Pnl.

H

Bg.

day night

Sc.

90 cont Pnl.

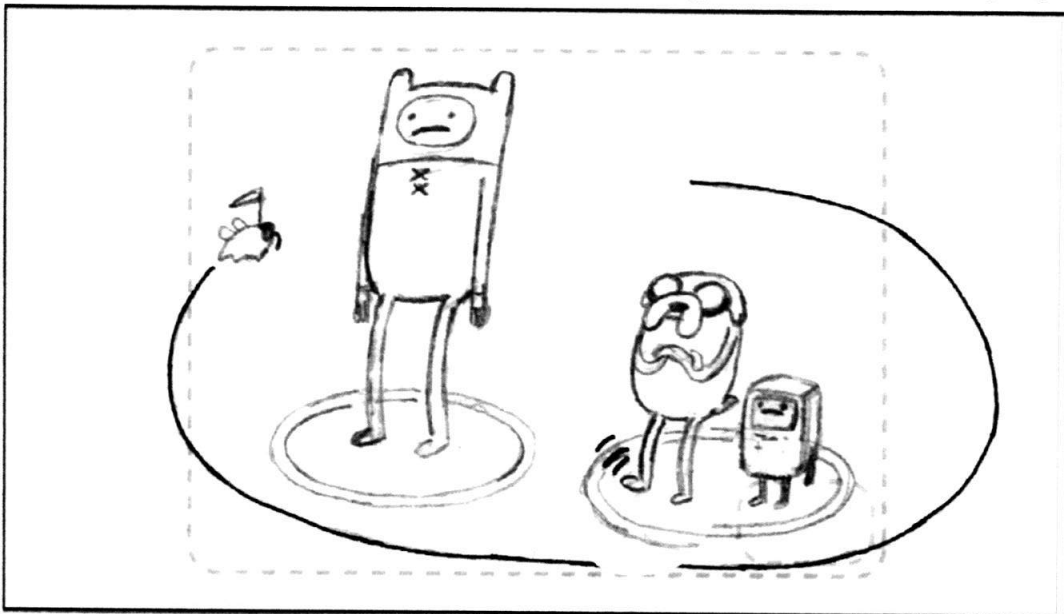
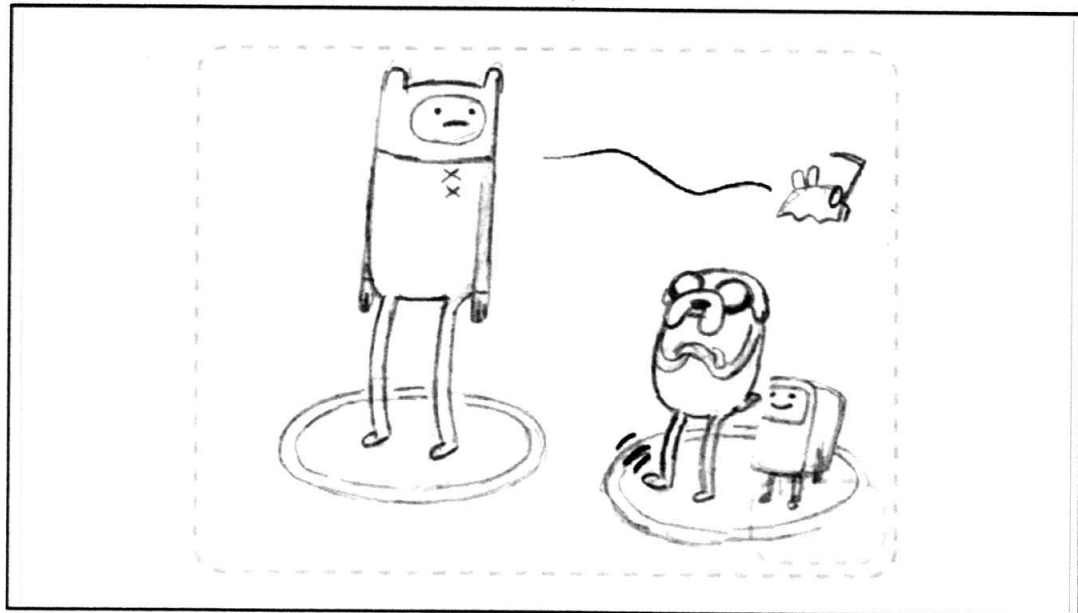
I

Bg.

Page

146

day night



Dialog:

GF: W O O O O O —————

GF: W O O O O O —————

Action:

Timing:

APR 23 2014

EPISODE # 1025-181

Production :

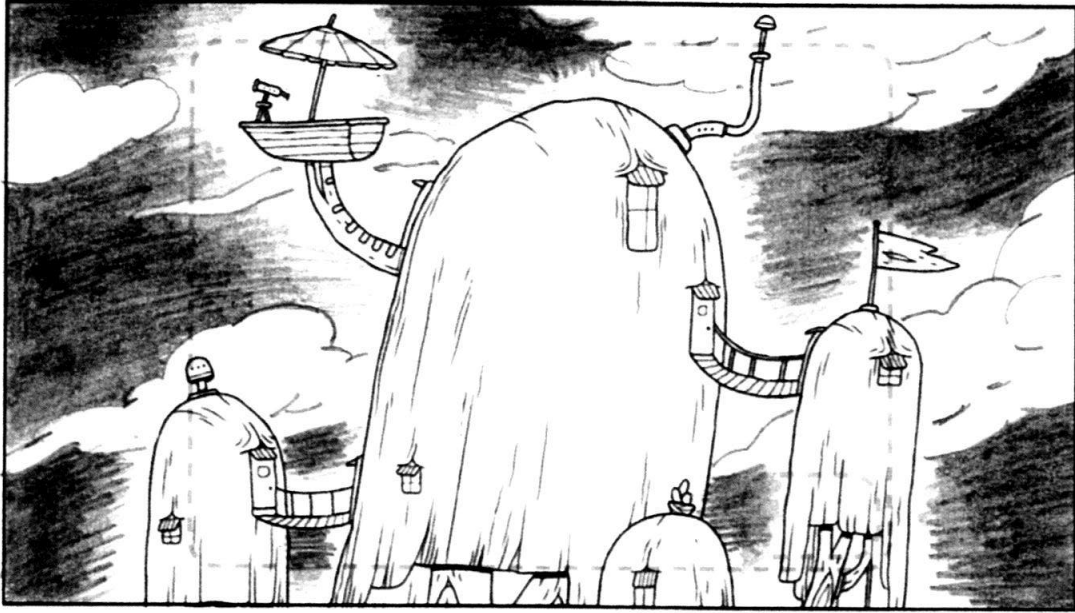
1025/181

1025/181

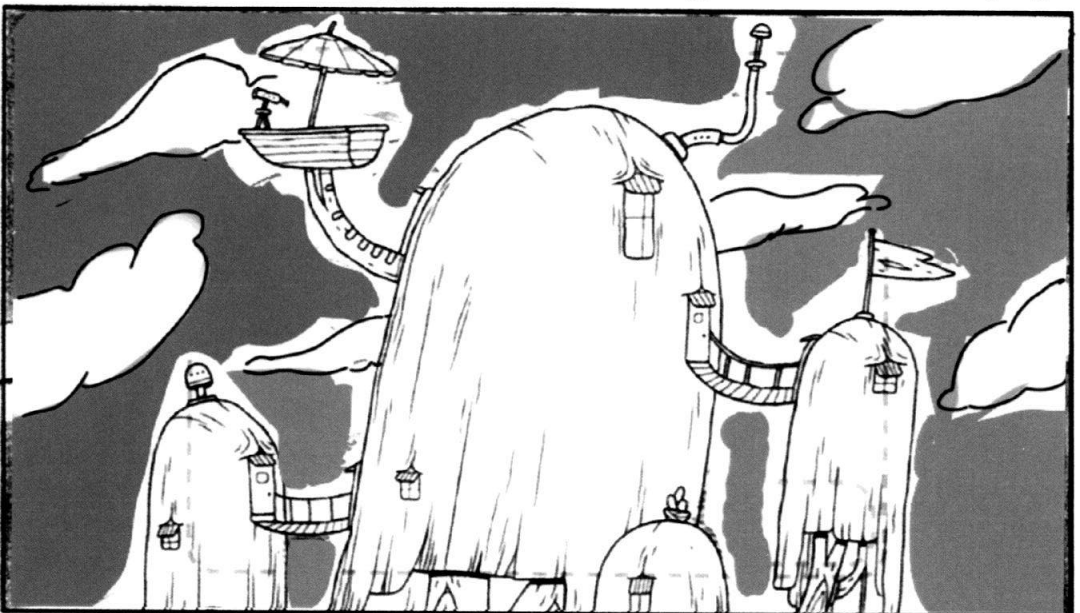
ADVENTURE TIME



Sc. 91 Pnl. A Bg. day night



Sc. 91 cont Pnl. B Bg. day night



Dialog:	GH0ST FLY (0S): W00000	GF(0S): W00000
Action:	CLOUDS MOVE QUICKLY BEHIND TREEHOUSE (POSSIBLY X-DISSOLVES TO SHOW TIME).	
Timing:	APR 23 2014	

1025-181

EPISODE #

1025/181

Production :

1025/181

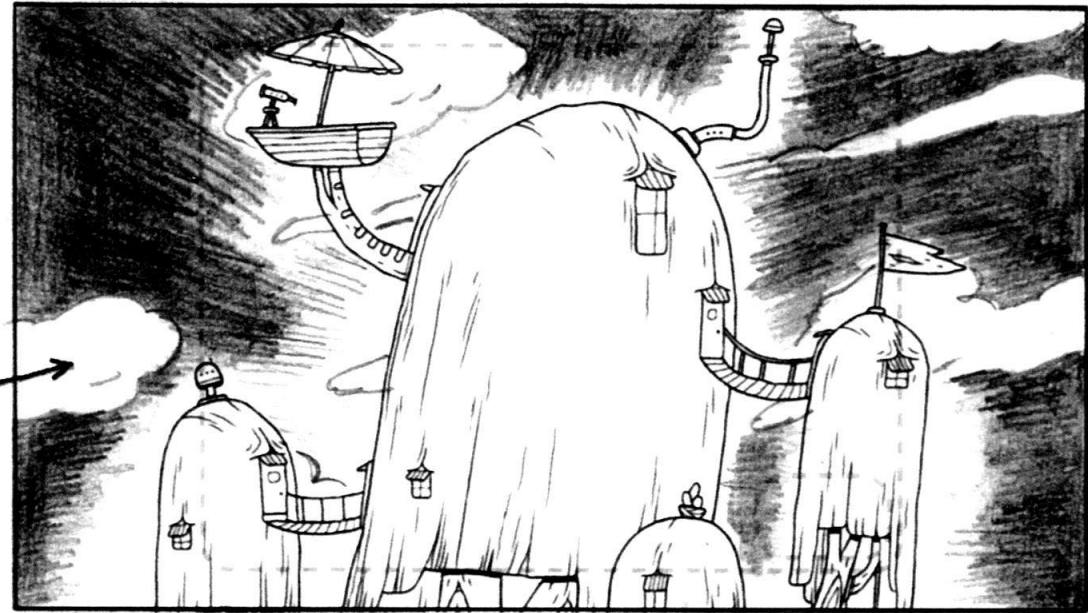
1025/181

ADVENTURE TIME

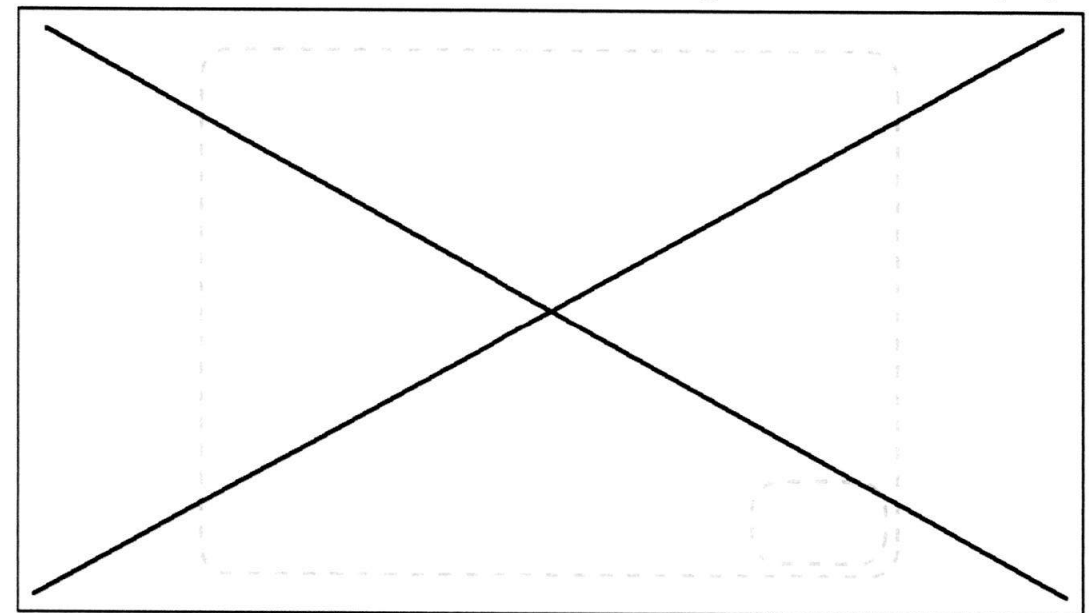


Page 148

Sc. 91 cont Pnl. C Bg. day night



Sc. Pnl. Bg. day night



<p>Dir <u>GF(05): W00000</u></p>
<p>Action: <u>-TIME LAPSE</u></p>
<p>Timing:</p>

APR 23 2014

EPISODE # 1025-181

Production :

1025/181

1025/181

1025/181

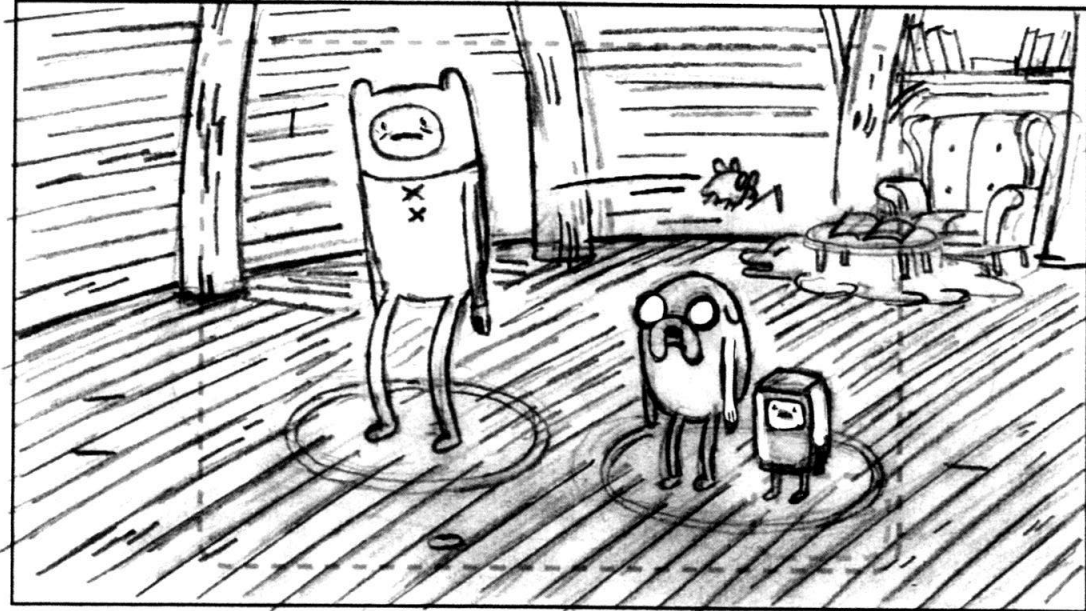
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ADVENTURE TIME

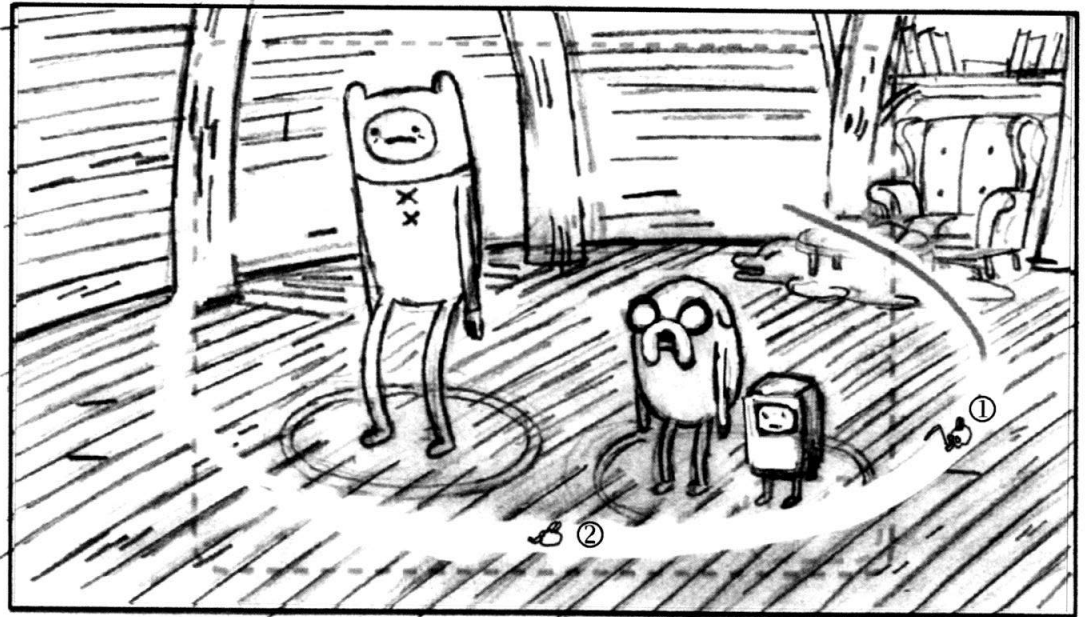


Page 149

Sc. 91A Pnl. A Bg. day night



Sc. 91A CONT Pnl. B Bg. day night



Dialog:

GF: W O O O O O —————

Action: - (SAME AS BEFORE, BUT MORE BORED LOOKING.)
- GHOST FLY BUZZES AROUND.

Timing:

APR 23 2014

EPISODE #

1025-181

1025/181

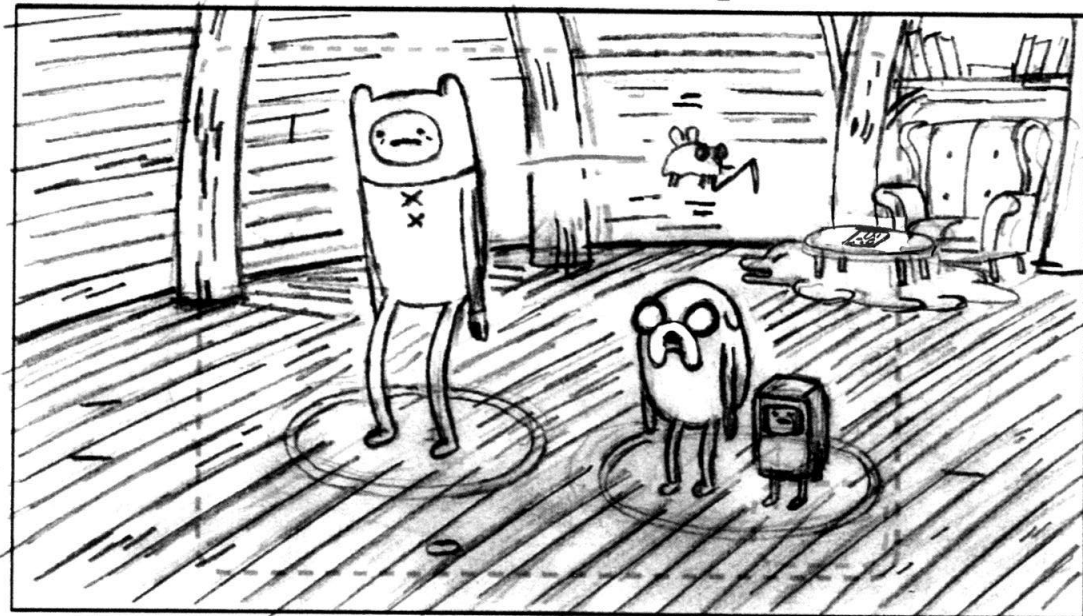
Production :

1025/181

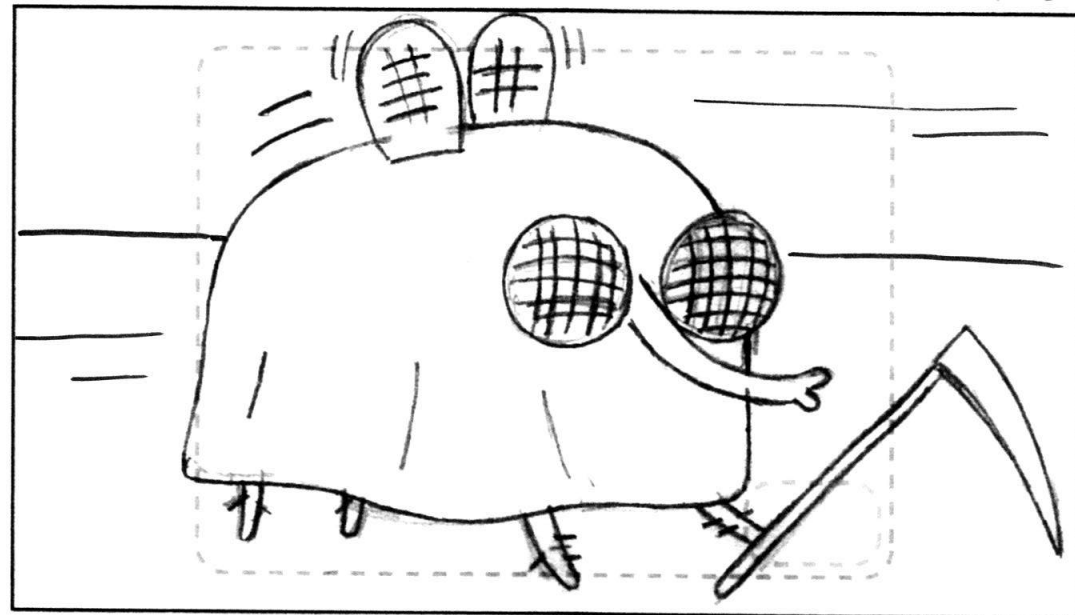
ADVENTURE TIME



Sc. 91A *cont* Pnl. C Bg. day night



Sc. 92 Pnl. A Bg. day night



Dialog:	
Action:	GHOST FLY PAUSES, AND HOVERS
	GHOST FLY HOVERING...
Timing:	APR 23 2014

EPISODE # 1025-181
1025/181
Production :

1025/181

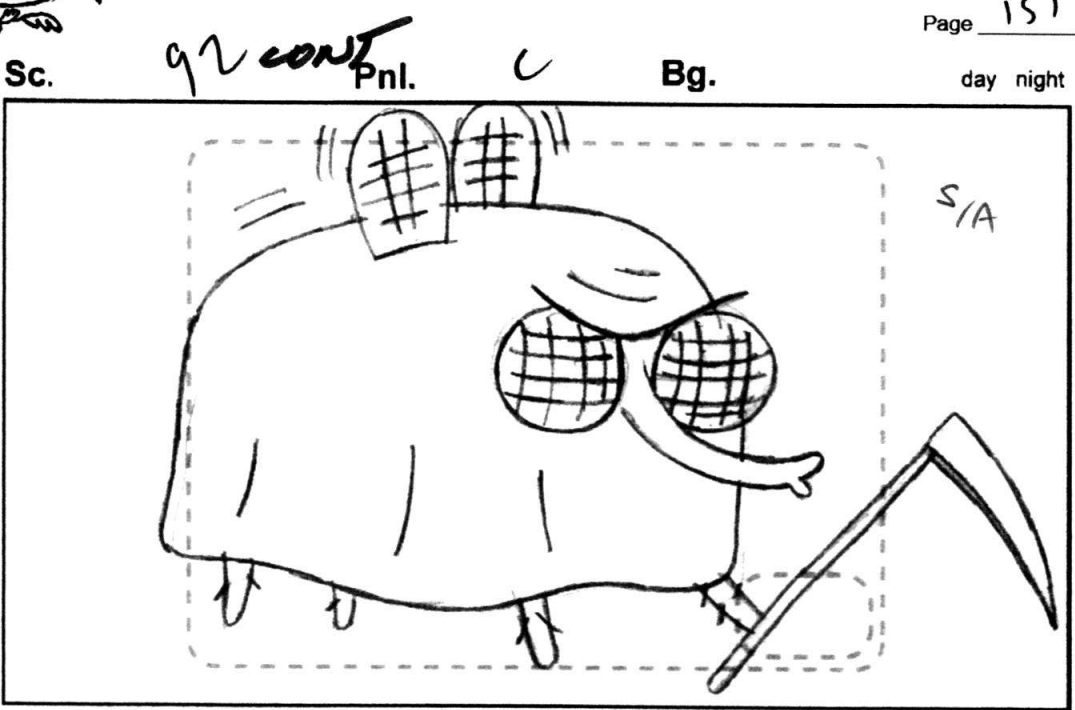
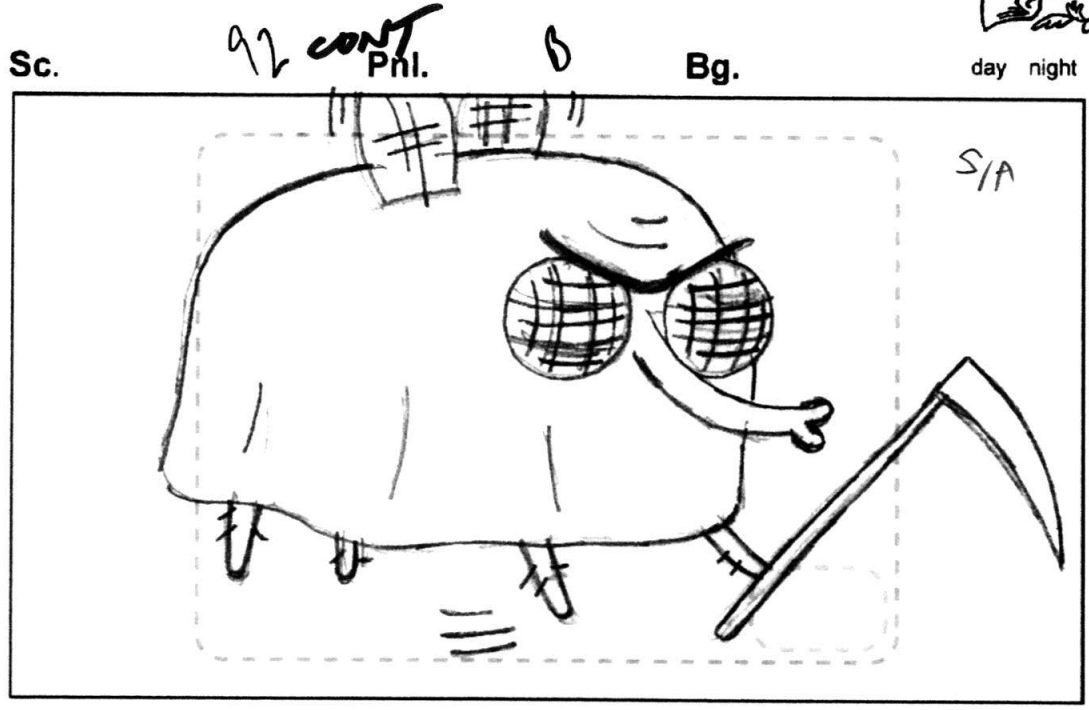
1025/181

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ADVENTURE TIME



Page 151



Dialog:	<p><u>SFX</u>: *ZZZ* GHOST FLY: (ANGRY) WOO!</p>
Action:	<p>GHOST FLY LOOKS ANNOYED, DISAPPOINTED. (CONT. HOVER)</p>
Timing:	<p>APR 23 2014</p>

1025-181

EPISODE #

1025/181

Production :

1025/181

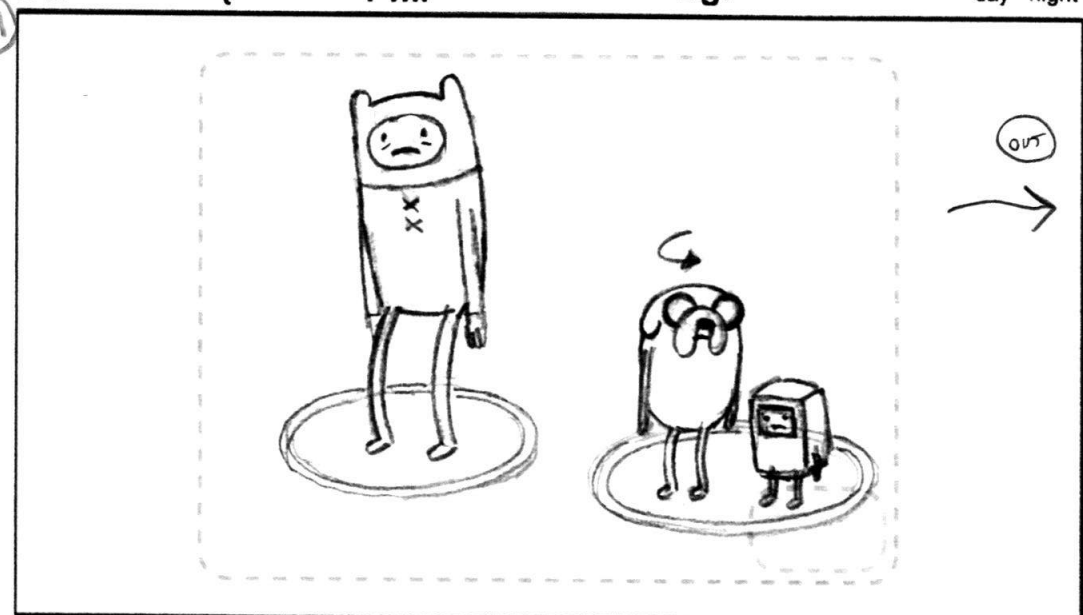
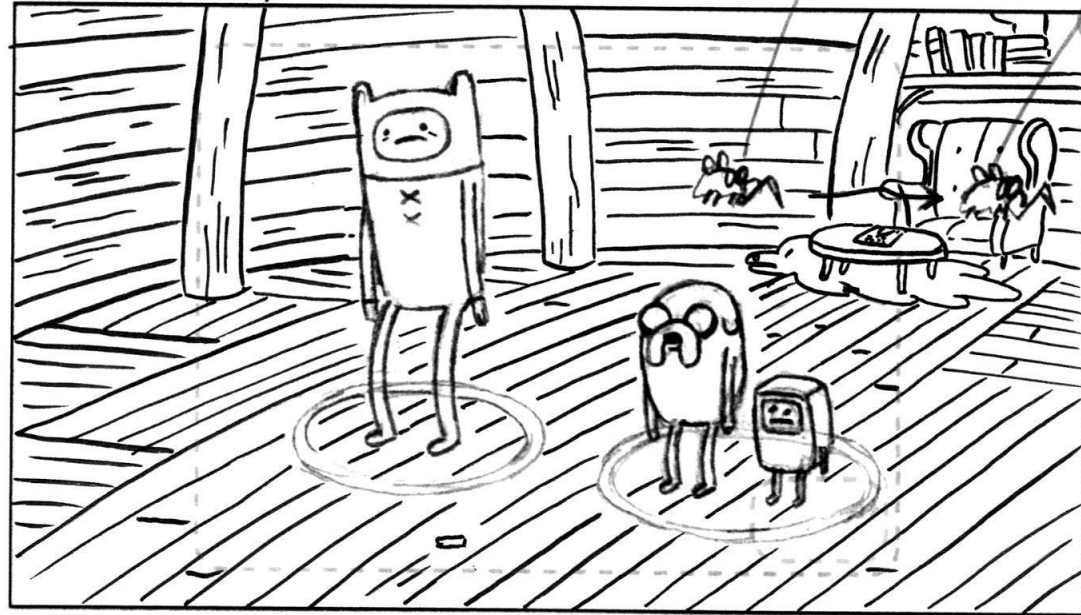
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1025/181

ADVENTURE TIME



Sc. 93 Pnl. A Bg. day night Sc. 93 cont Pnl. 0 Bg. day night



Dialog:

Action:

-G.F. FLOATS OFF/S.

Timing:

APR 23 2014

EPISODE #

1025-181

1025/181

Production :

1025/181

ADVENTURE TIME



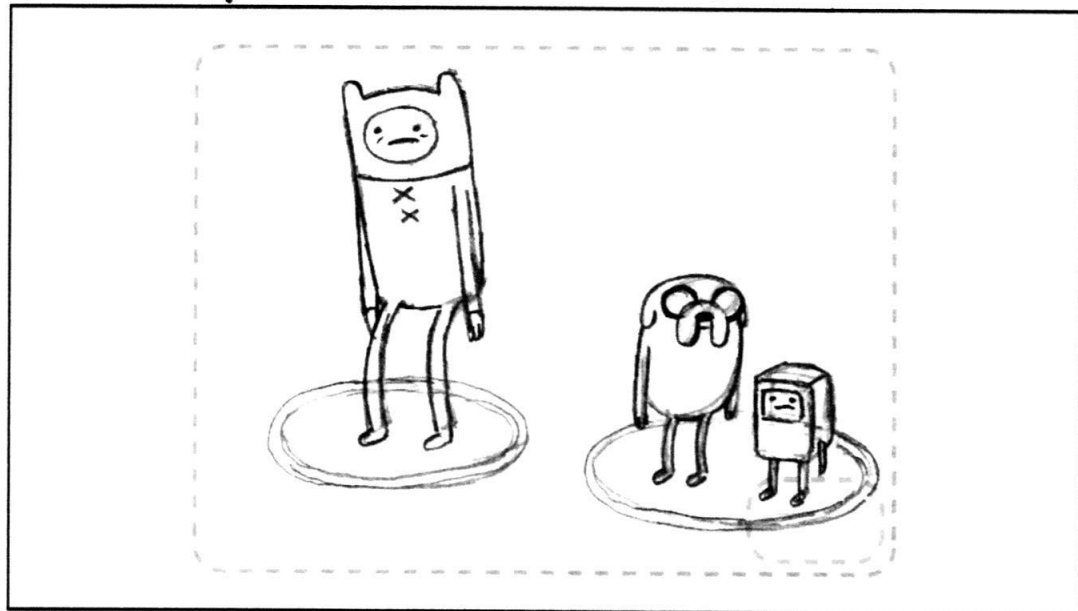
Sc.

93 cont Pnl.

C

Bg.

day night



Sc.

94

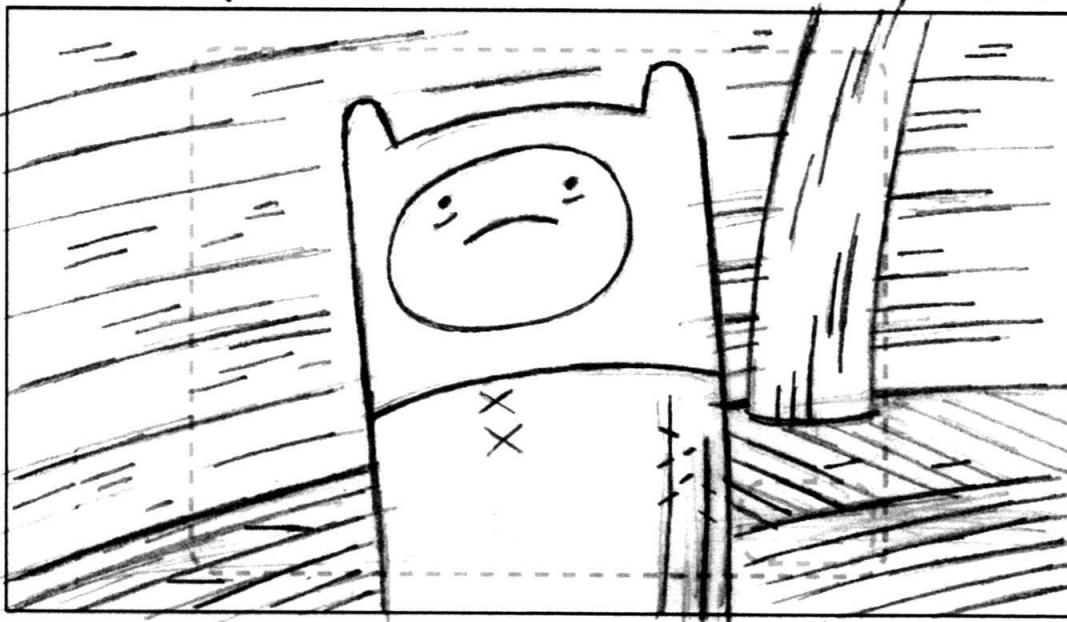
Pnl.

A

Bg.

day night

Page 153



Dialog:

Action:

ON FINN LOOKING BORED.

Timing:

APR 23 2014

Production :

EPISODE #

1025-181

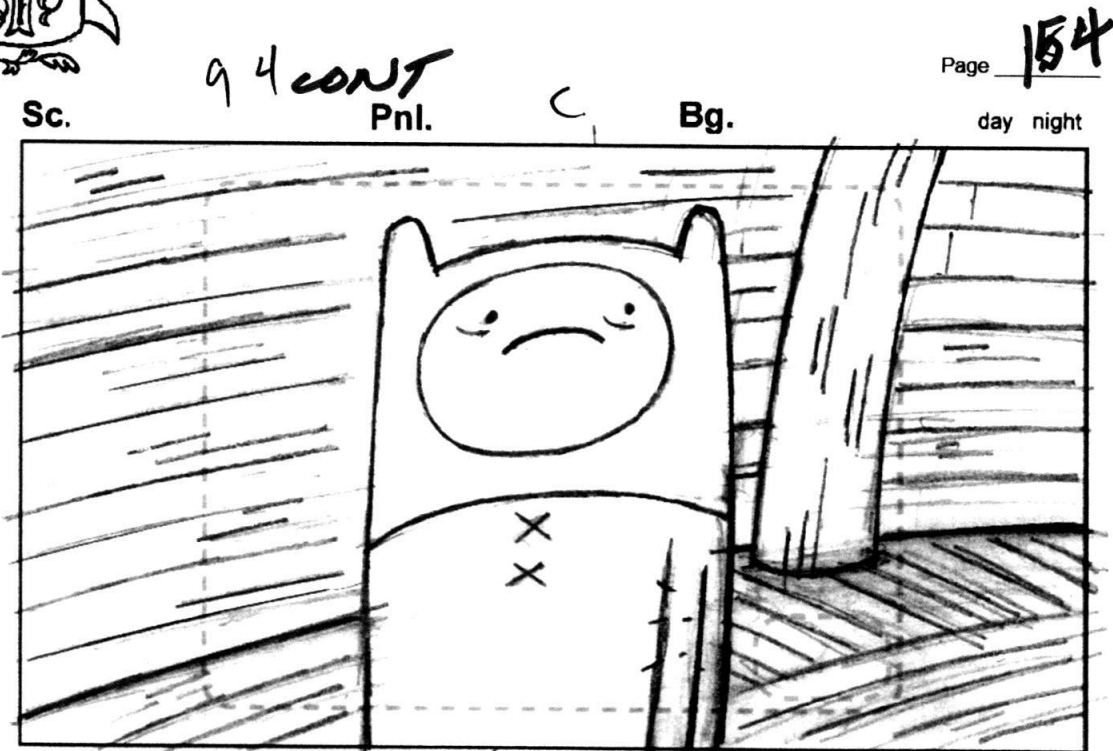
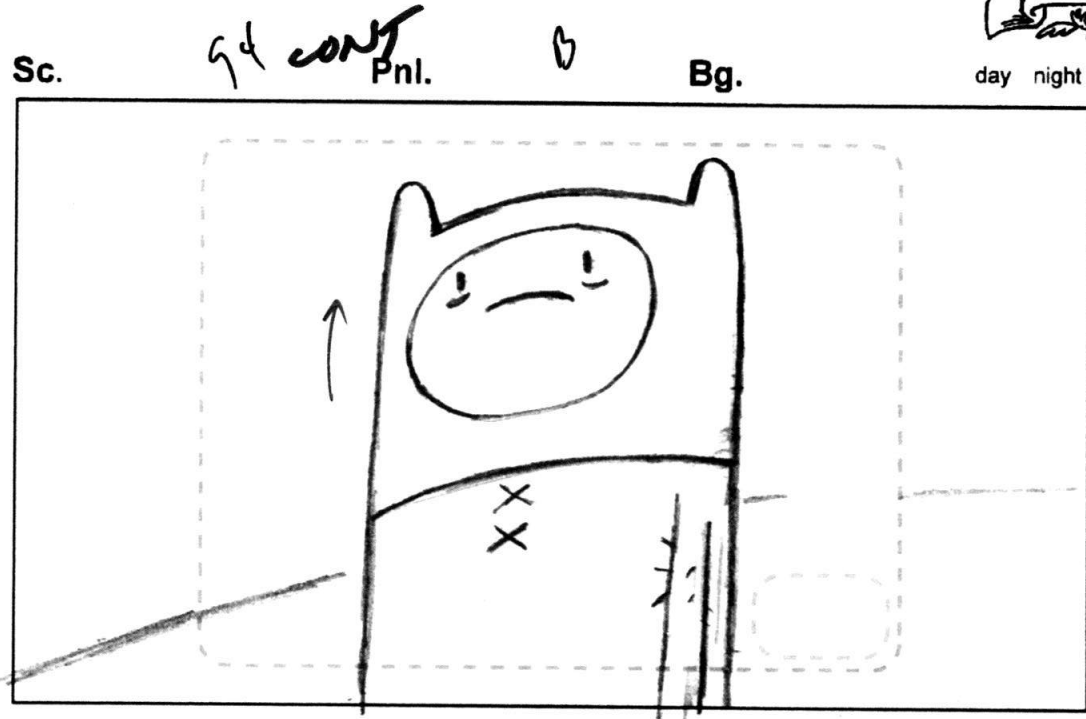
1025/181

1025/181

1025/181

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ADVENTURE TIME



Page *154*

Dialog:

SFX = FLIP FLIP FLIP FLIP FLIP
(PAGES O.S.)

SFX = FLIP FLIP FLIP

FINN: HMMM.

Action:

FINN REACTS TO THE SOUND OF
THE FLIPPING PAGES.

FINN LOOKS BEHIND HIM.

Timing:

APR 23 2014

EPISODE #

1025-181

Production :

1025/181

1025/181

ADVENTURE TIME



Page 155

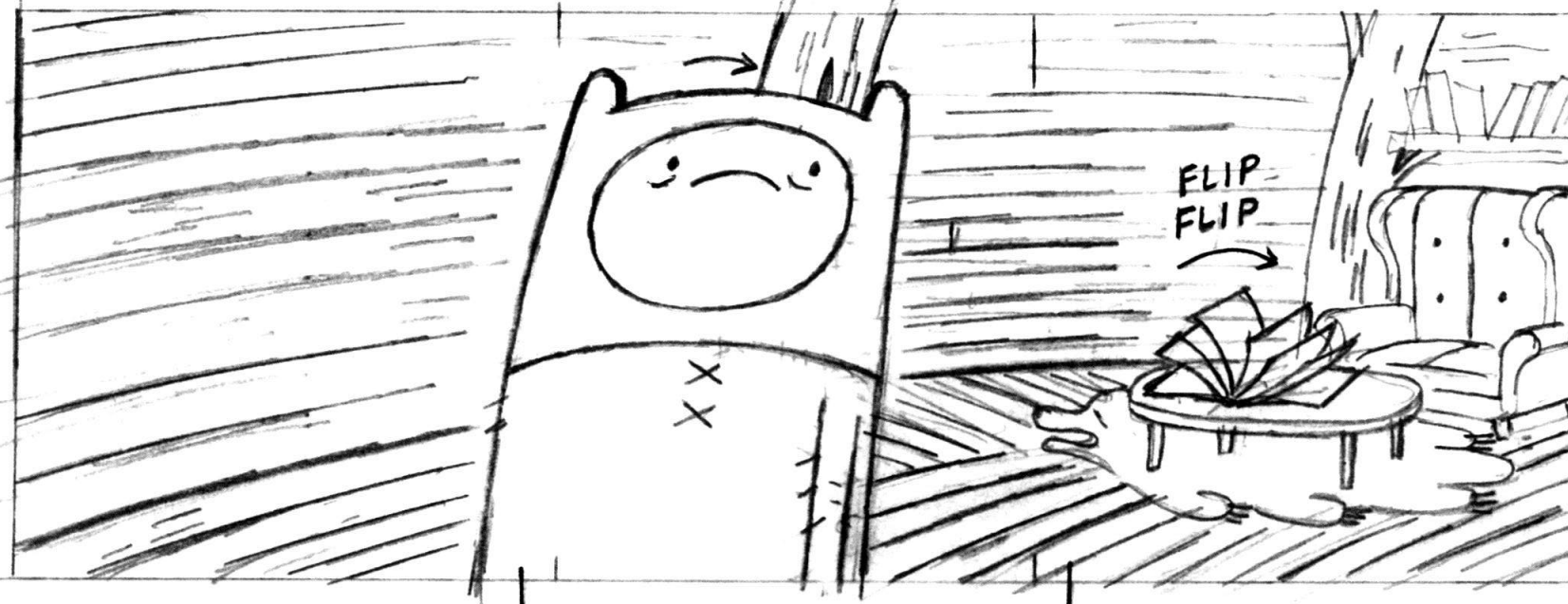
Sc.

94 *cont*
Pnl.

D

Ba.

day night



STOP

Dialog:

SFX: FLIP FLIP FLIP

Action:

- SHIFT FINN, LOOKING BEHIND HIM.
- PAN OVER TO MAGAZINE.

Timing:

APR 23 2014

EPISODE #

1025-181

Production :

1025/181

1025/181

1025/181

START

ADVENTURE TIME

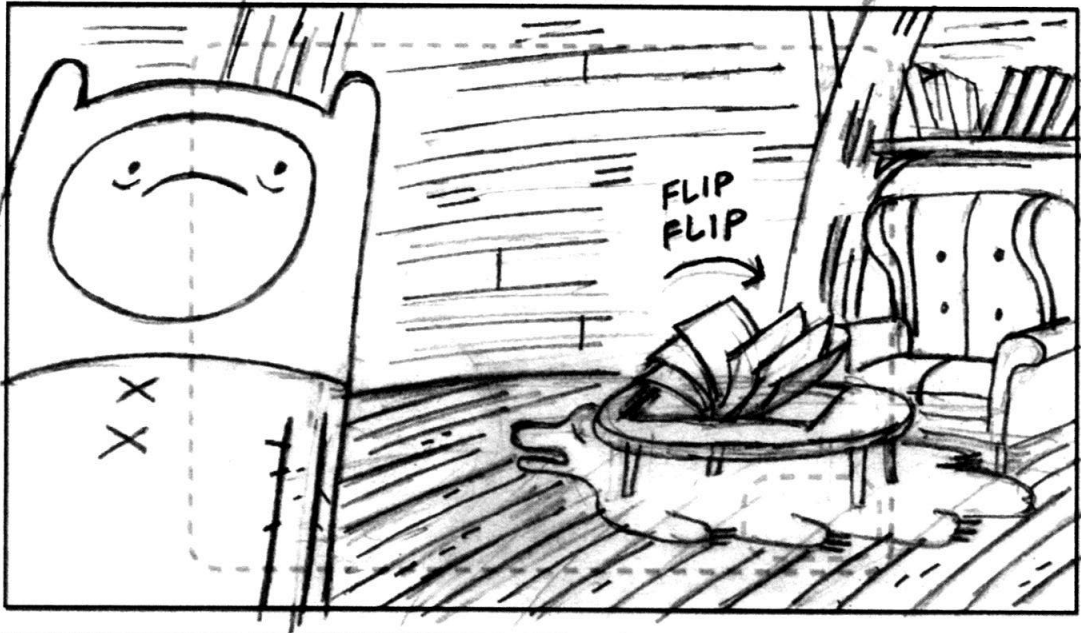


Sc.

94 cont Pnl. 6

Bg.

day night

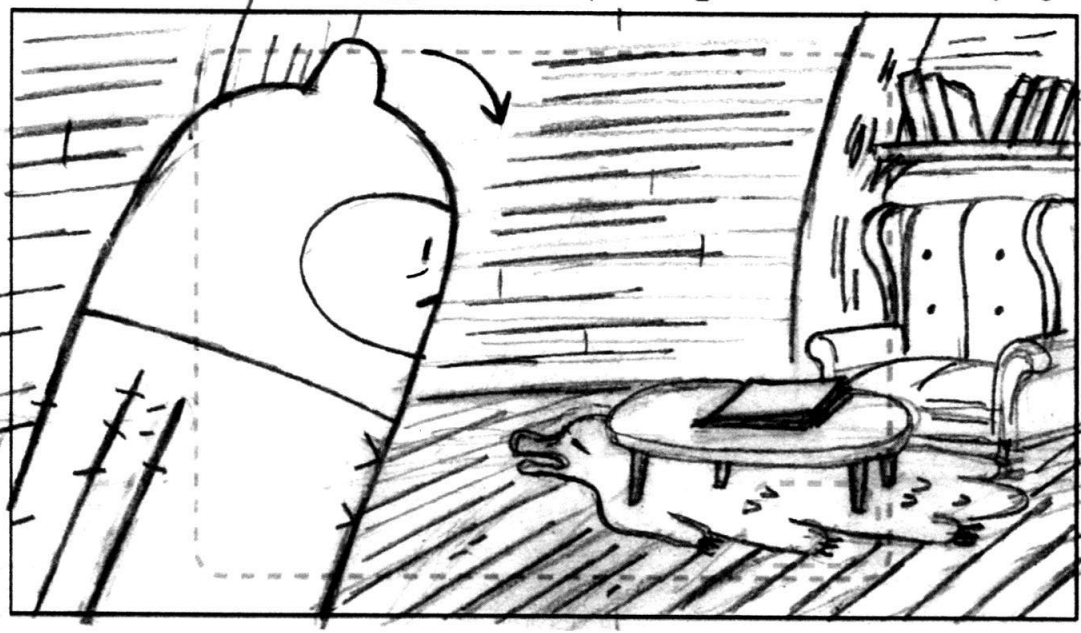


Sc.

94 cont Pnl. 8

Bg.

day night



Page 156

Dialog:

SFX: FLIP FLIP FLIP

Action:

- END OF PAN.
- MAGAZINE PAGES FLIP.

- FINN TURNS AROUND.
- PAGES STOP FLIPPING.

Timing:

APR 23 2014

Production :

EPISODE #

1025-181

1025/181

1025/181

1025/181

ADVENTURE TIME



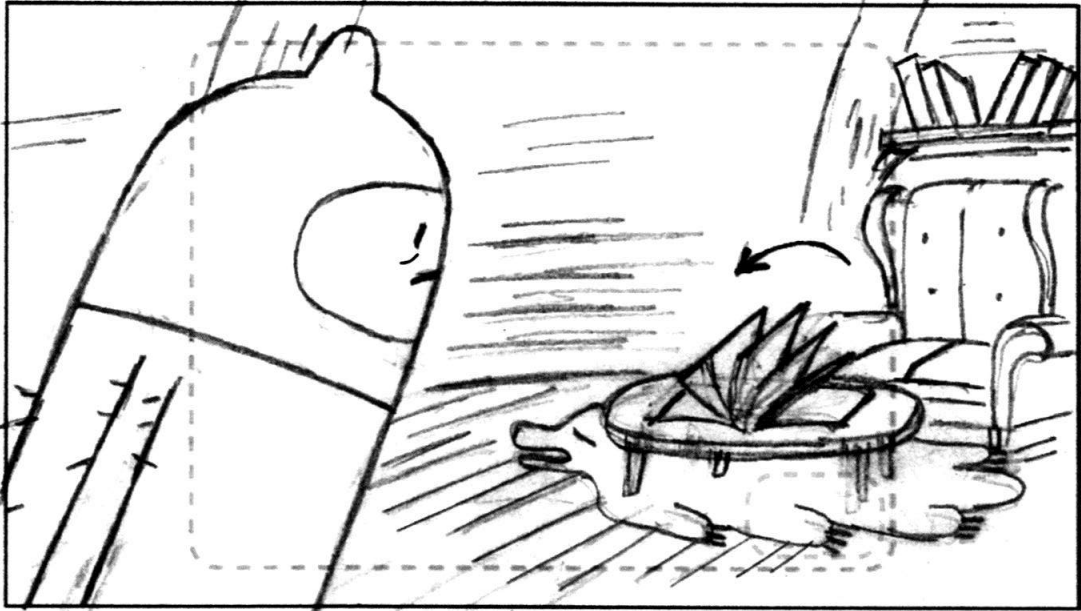
Sc.

94 cont Pnl.

6

Bg.

day night



Sc.

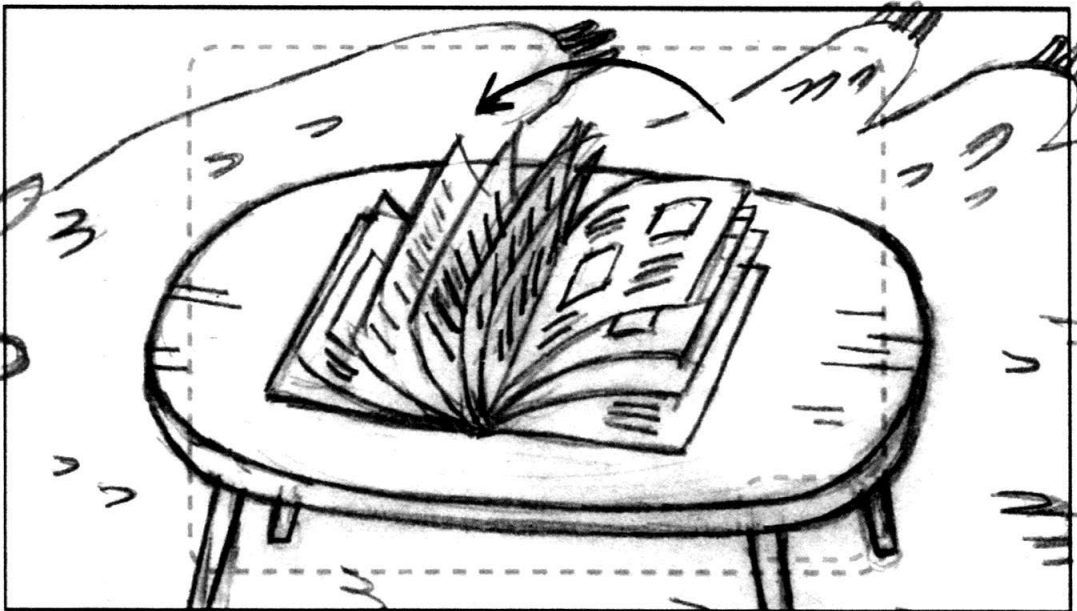
95

Pnl.

A

Bg.

day night



Dialog:

SFX: FLIP FLIP FLIP FLIP

SFX: FLIP FLIP FLIP FLIP FLIP

Action:

PAGES FLIP, IN THE OTHER DIRECTION.

- CONT. PAGES FLIPPING.

APR 23 2014

Timing:

EPISODE # 1025-181
1025/181
Production :

1025/181

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ADVENTURE TIME



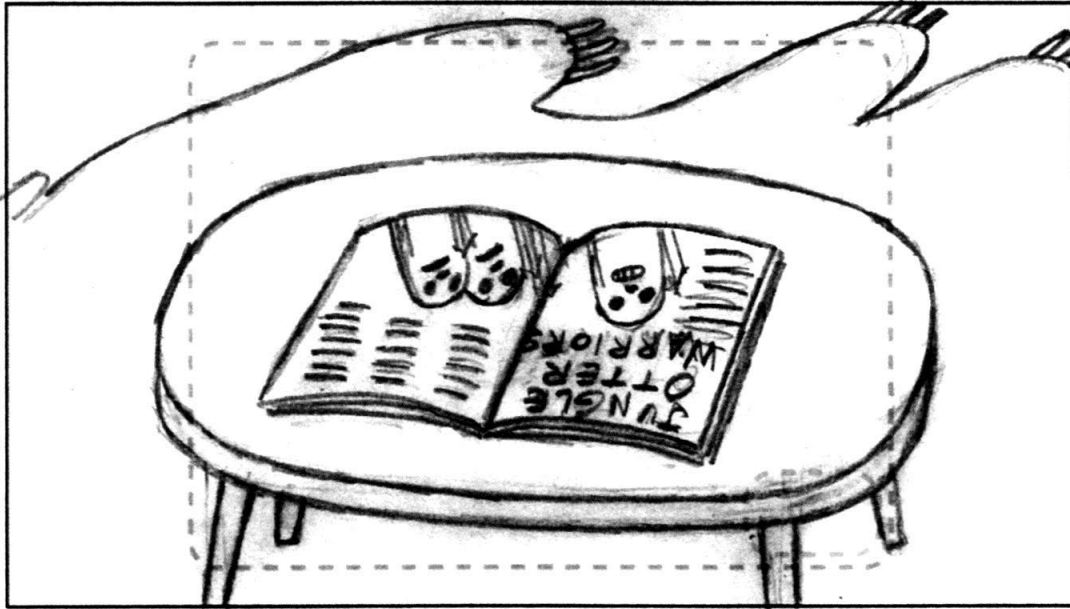
Sc.

95 cont Pnl.

B

Bg.

day night



Sc.

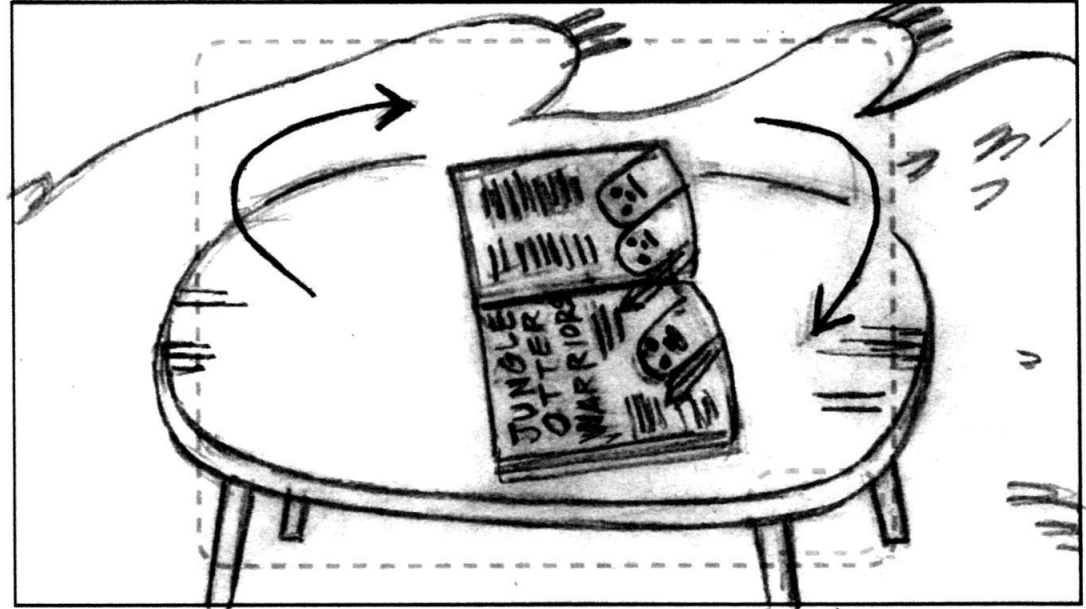
95 cont Pnl.

C

Bg.

Page 158
day night

158
NOV 159



Dialog:

SFX: * SHFF *

Action: - PAGES STOP FLIPPING (AT THE OTTER STORY).

- MAGAZINE ROTATES.

APR 23 2014

Timing:

EPISODE # 1025-181

Production :

1025/181

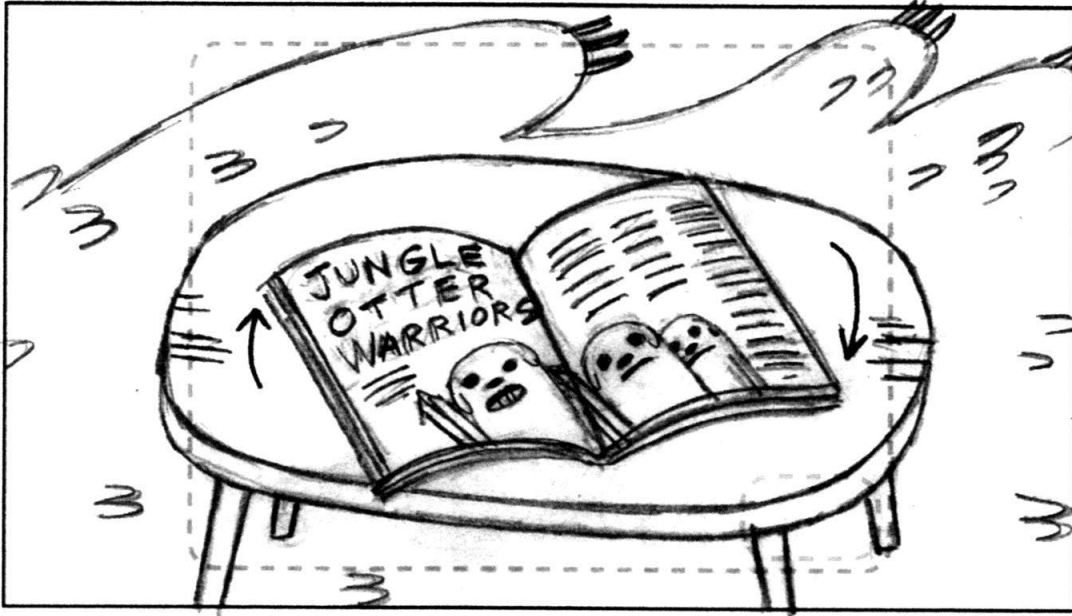
1025/181

ADVENTURE TIME



Page 160
160A NEXT
day night

Sc. 95 *CONT* Pnl. D Bg. day night



Sc. 95 *CONT* Pnl. E Bg. day night



Dialog:	
Action:	<i>CONT. MAGAZINE ROTATING.</i> <i>MAGAZINE SETTLES.</i>
Timing:	

APR 23 2014

EPISODE # 1025-181
Production :

1025/181

1025/181

1025/181

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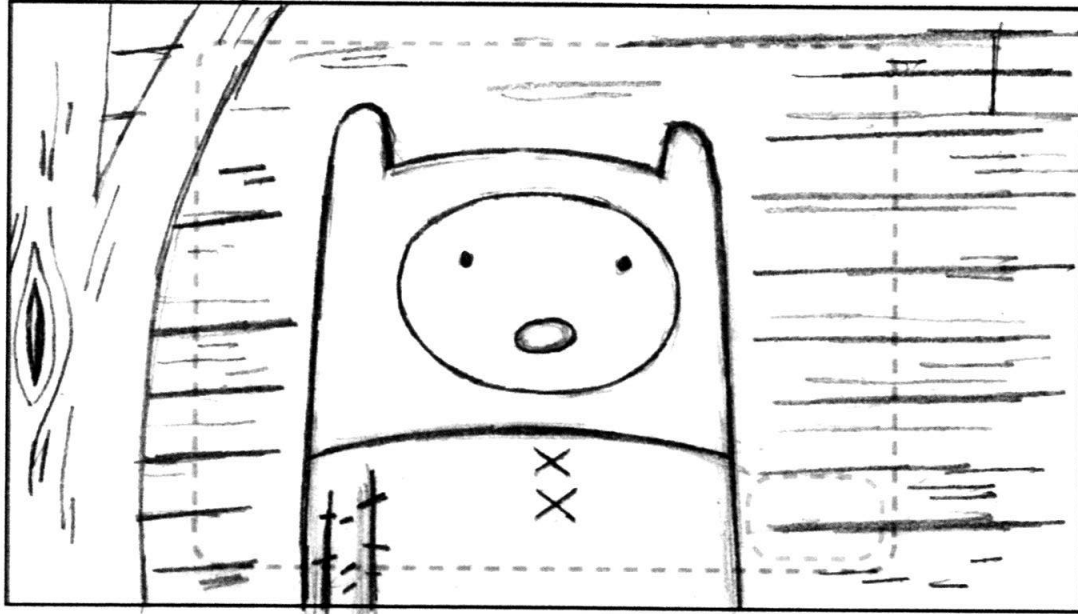
ADVENTURE TIME



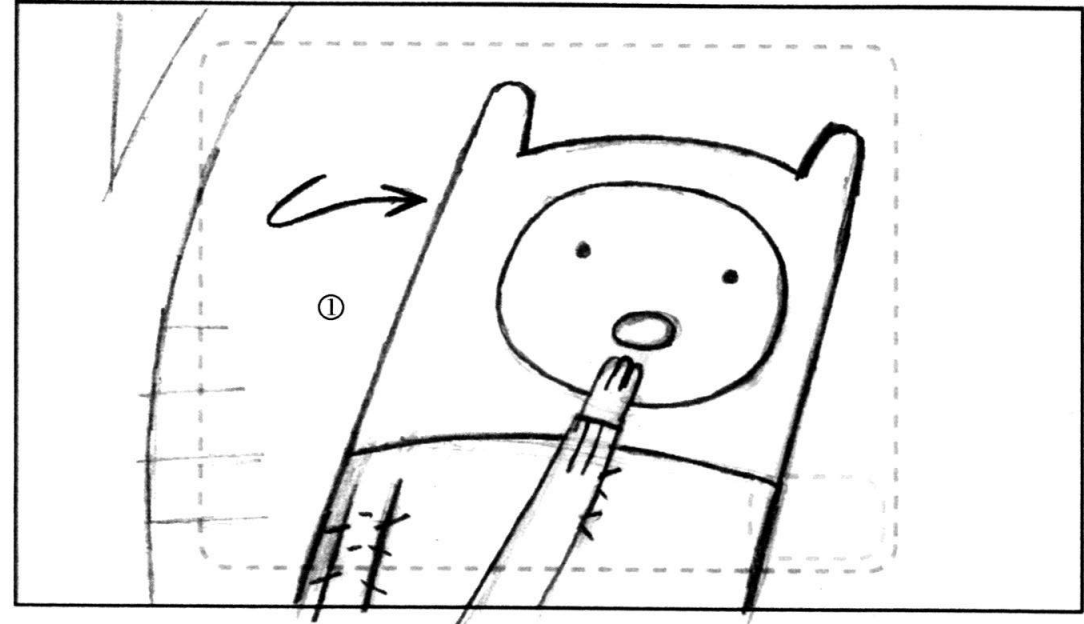
NO
SC
97

Page 160A
161 NEW
day night

Sc. a6 Pnl. A Bg. day night



Sc. 96 cont Pnl. B Bg. day night



Dialog:

F: [GASP!]

Action:

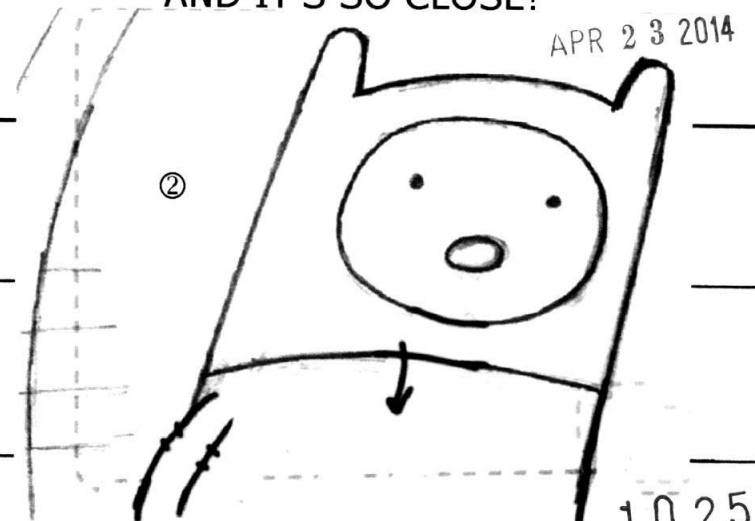
S.P.

Timing:



F: THE END OF MY STORY!
AND IT'S SO CLOSE!

- F. LEANS
FORWARD



APR 23 2014

1025-181

EPISODE #

1025/181

Production :

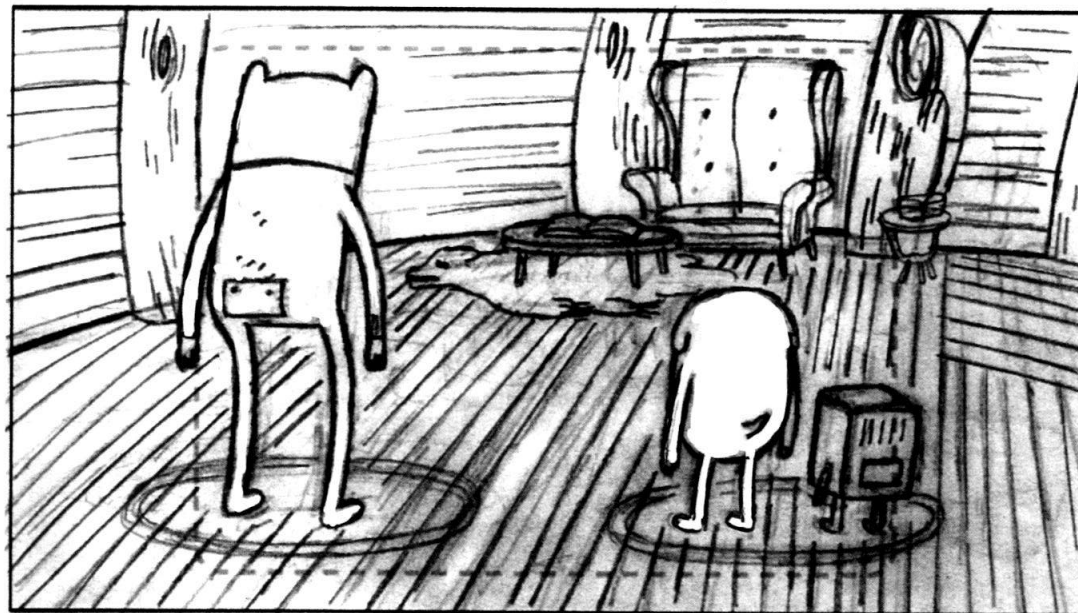
1025/181

ADVENTURE TIME

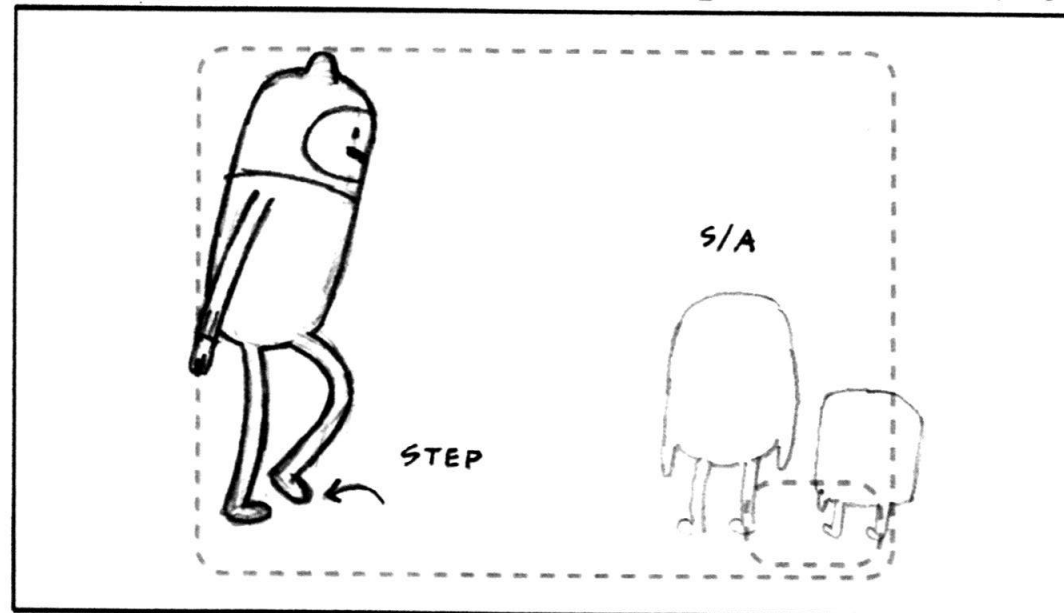


Page 161

Sc. 98 Pnl. A Bg. day night



Sc. 98 ~~cont~~ Pnl. B Bg. day night



Dialog:

J: DON'T DO IT, BRO. IT'S A TRAP.

F: I KNOW. . . IT'S AN OBVIO TRAP.

F: BUT WAIT...

Action:

FINN TURNS AROUND
IN HIS CIRCLE.

APR 23 2014

Timing:

1025-181

EPISODE #

1025/181

Production :

1025/181

ADVENTURE TIME



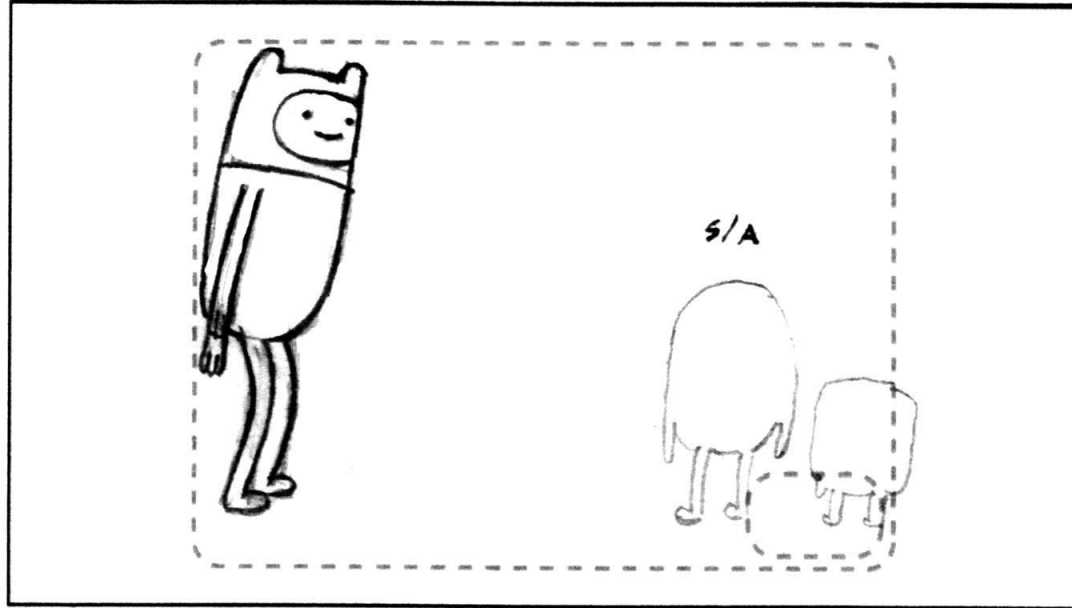
Sc.

98 cont Pnl.

C

Bg.

day night



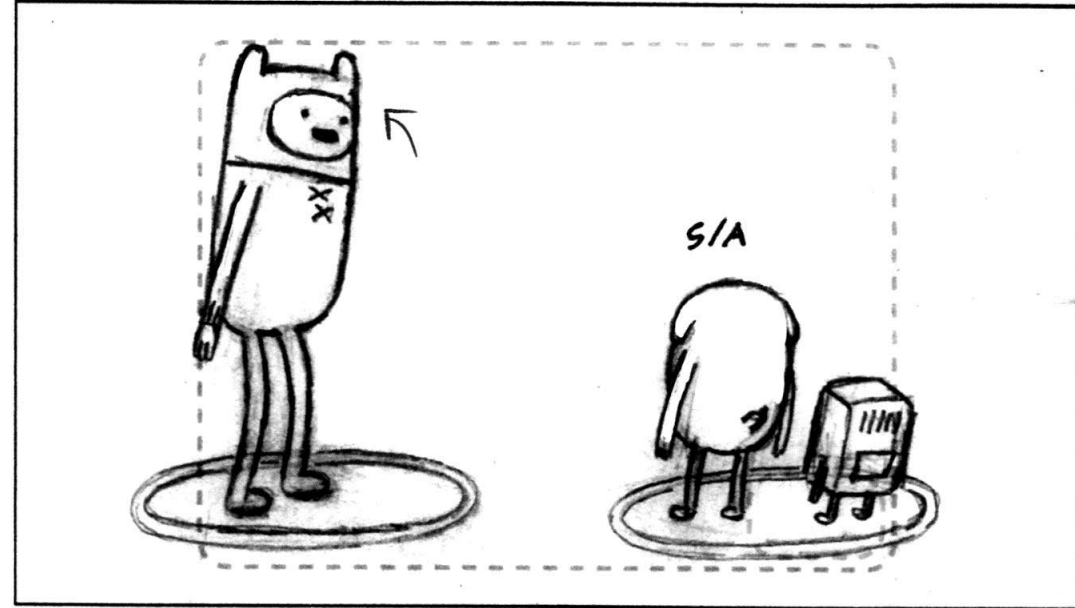
Sc.

98 cont Pnl.

0

Bg.

day night



Dialog:

F = ... WHAT IF ...

Action:

Timing:

APR 23 2014

Production :

EPISODE #

1025-181

1025/181

1025/181

ADVENTURE TIME

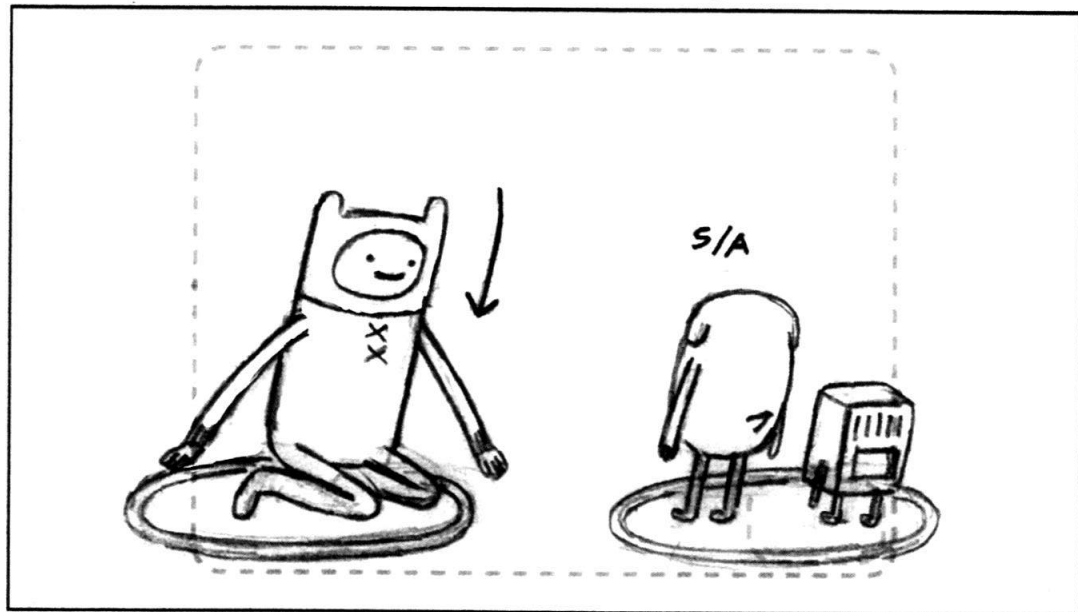


Sc.

98 *cont* Pnl. 6

Bg.

day night



Dialog:

Action:

- FINN KNEELS ON FLOOR.

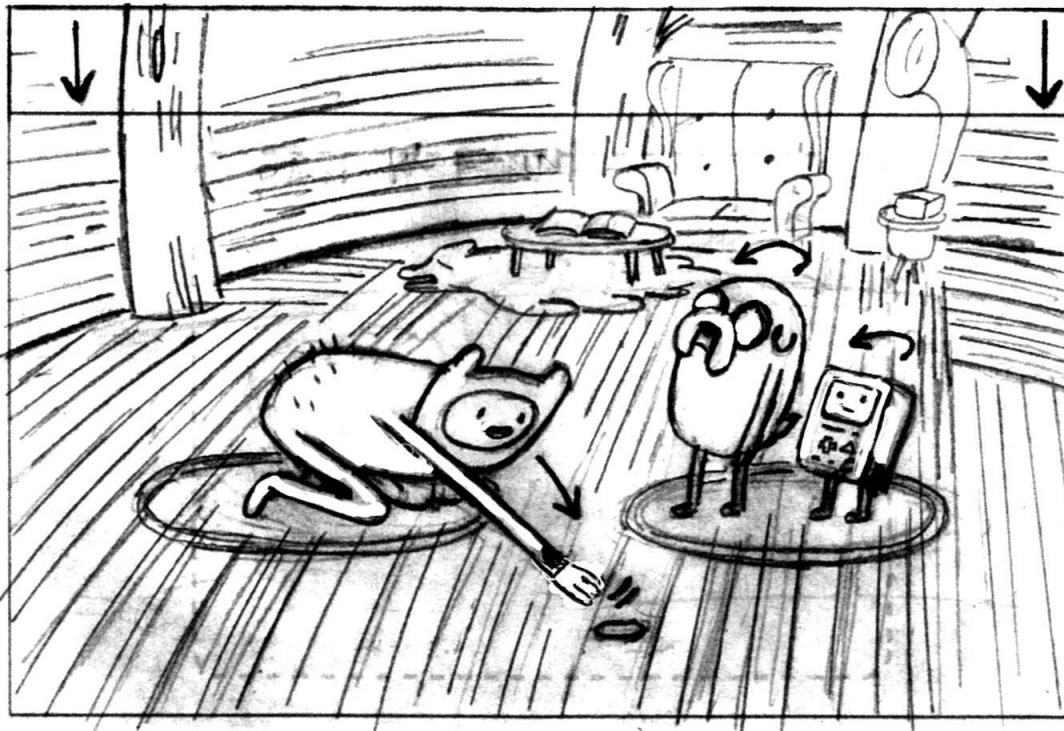
Timing:

Sc.

98 *cont* Pnl. 7

Bg.

day night



F: WATCH THIS.

- FINN REACHES FOR CHALK,
BUT CAN'T REACH IT.

APR 23 2014

CAMERA: PAN DOWN W ACTION

Page 163

START

EPISODE #

1025-181

STOP

Production :

1025/181

1025/181

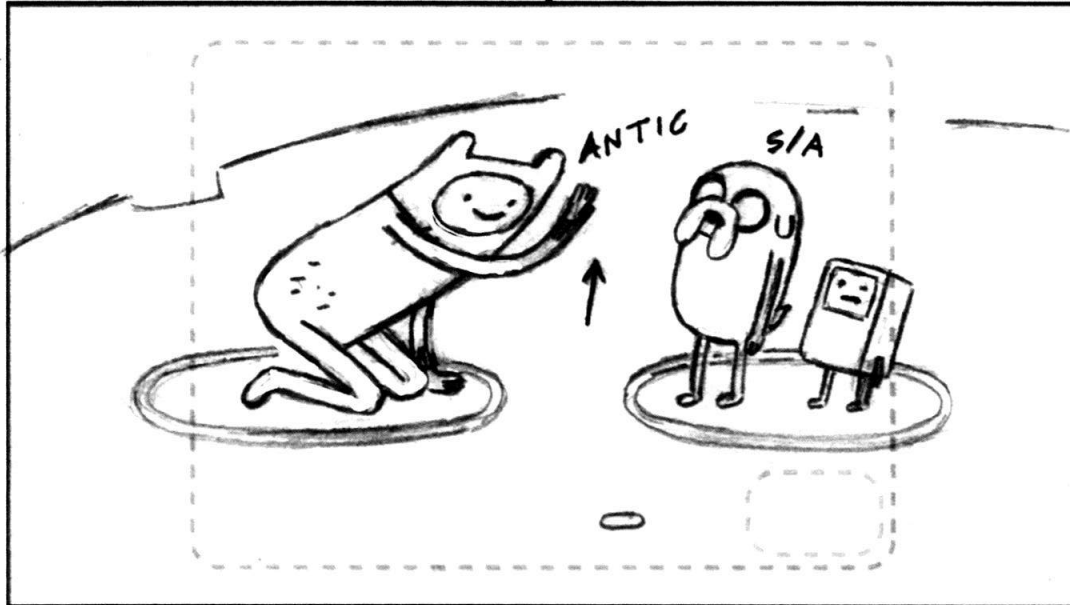
1025/181

ADVENTURE TIME

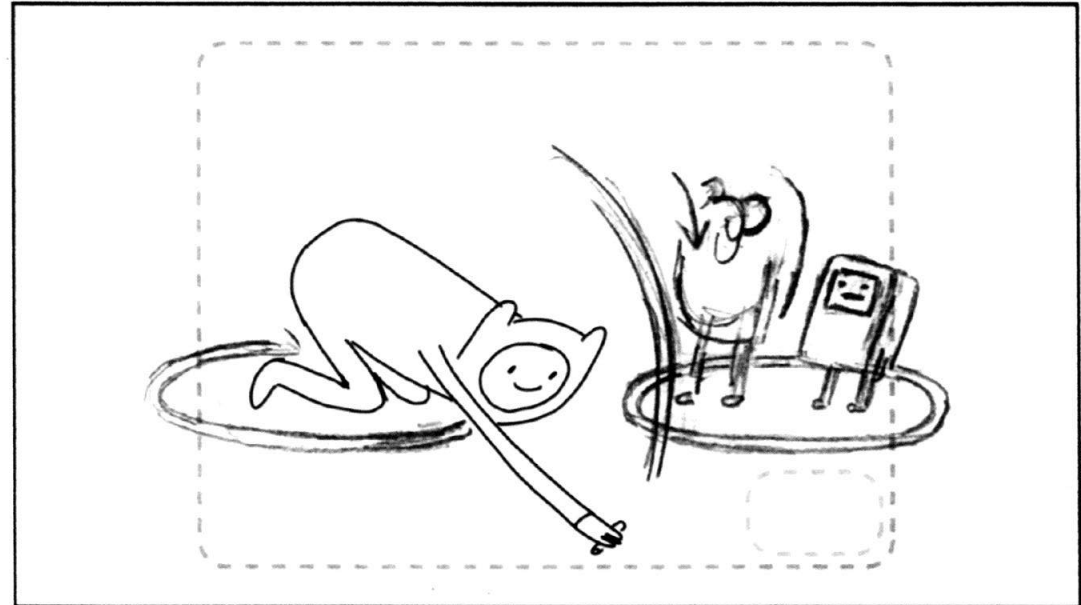


Page 164
day night

Sc. 98 cont Pnl. G Bg. day night



Sc. 98 cont Pnl. H Bg. day night



Dialog:

Action:

**FINN ANTICS GRABBING
THE CHALK.**

APR 23 2014

Timing:

EPISODE # 1025-181

Production :

1025/181

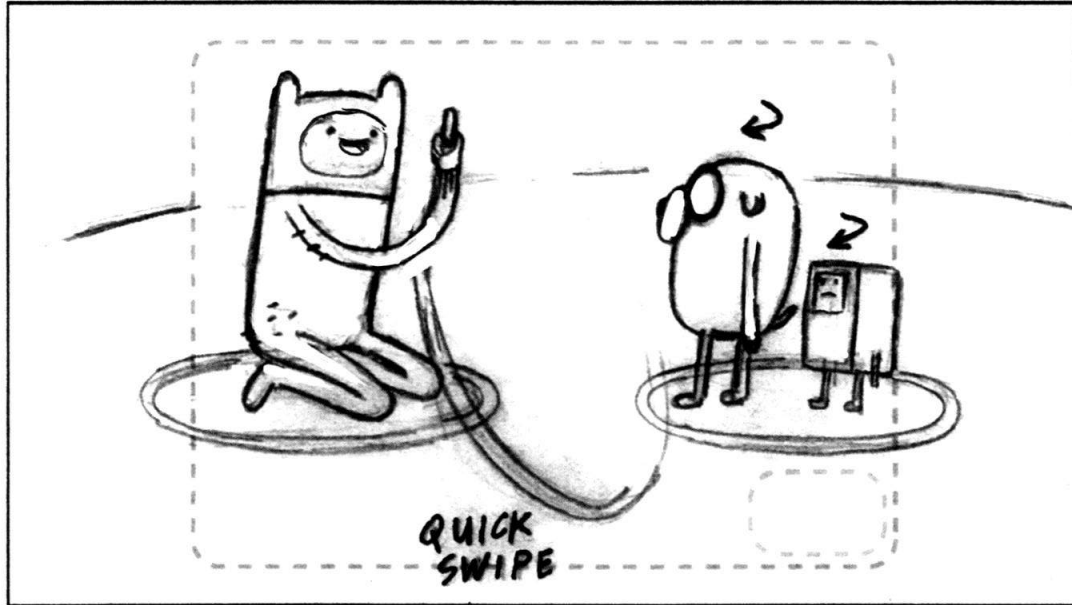
1025/181

ADVENTURE TIME

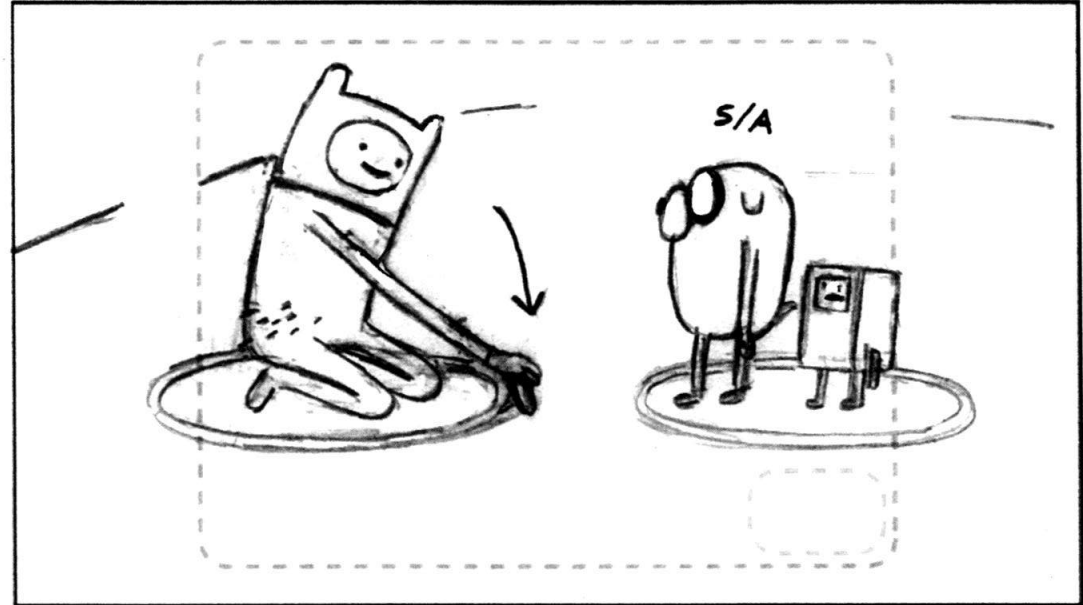


Page 165

Sc. 98 cont Pnl. 1 Bg. day night



Sc. 98 cont Pnl. 5 Bg. day night



Dialog:

F: HA

Action:

FINN GRABS CHALK.

FINN STARTS DRAWING
A CHALK LINE.

APR 23 2014

Timing:

EPISODE #

1025-181

Production :

1025/181

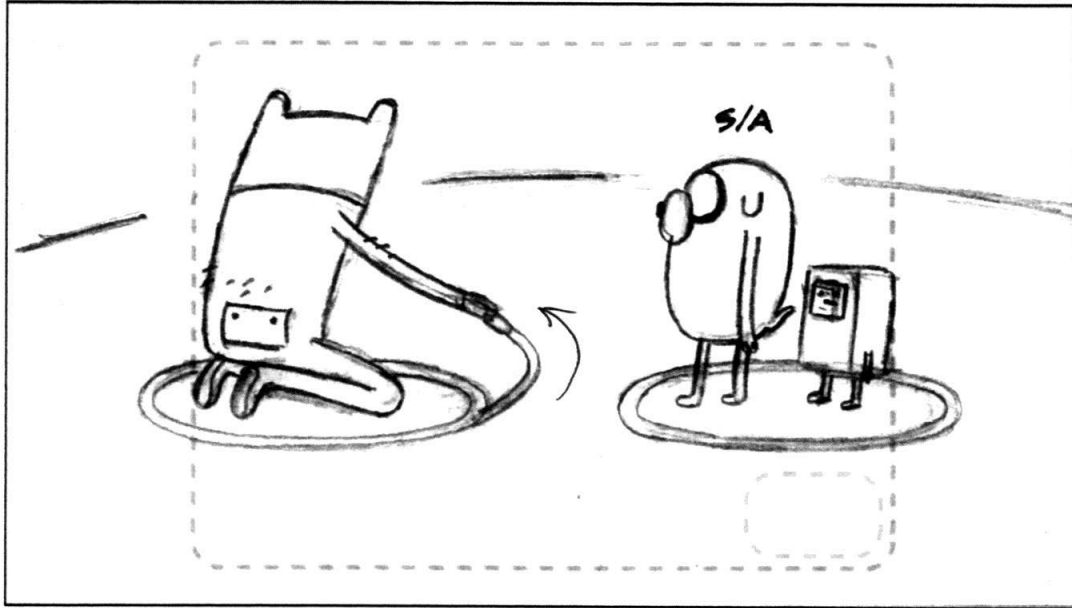
1025/181

ADVENTURE TIME

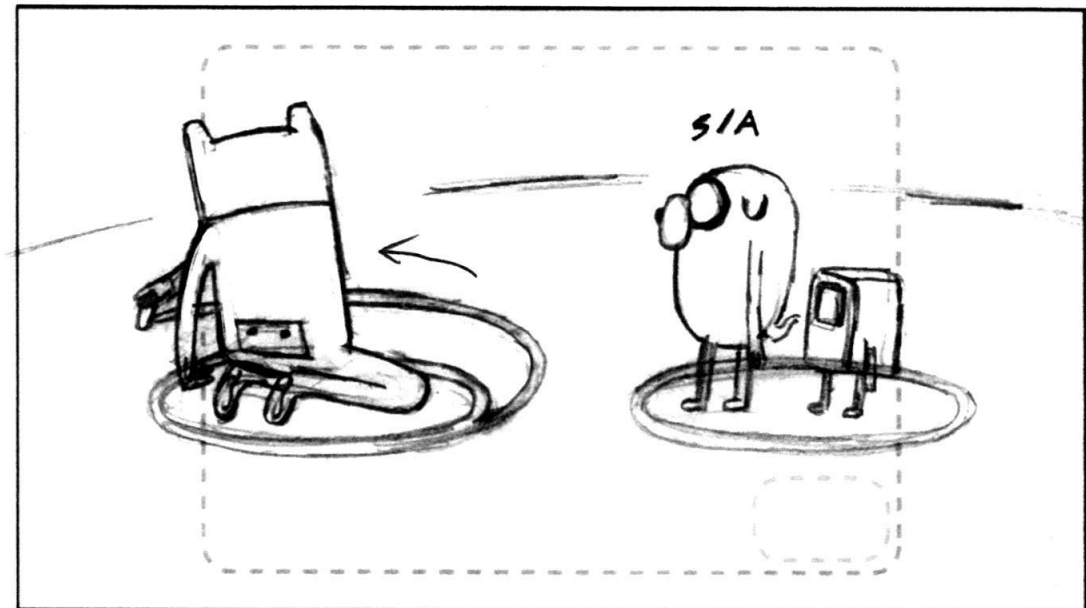


Page 166

Sc. 98 cont Pnl. ✓ Bg. day night



Sc. 98 cont Pnl. ✓ Bg. day night



Dialog:

SFX: SH KK

Action:

Timing:

APR 23 2014

EPISODE #

1025-181

1025/181

Production :

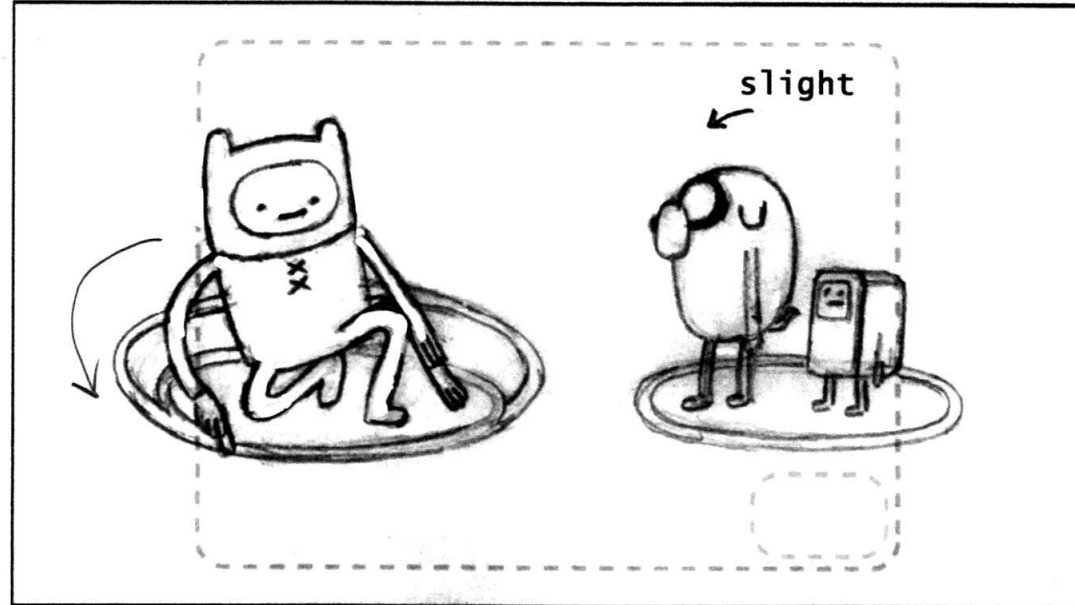
1025/181

ADVENTURE TIME

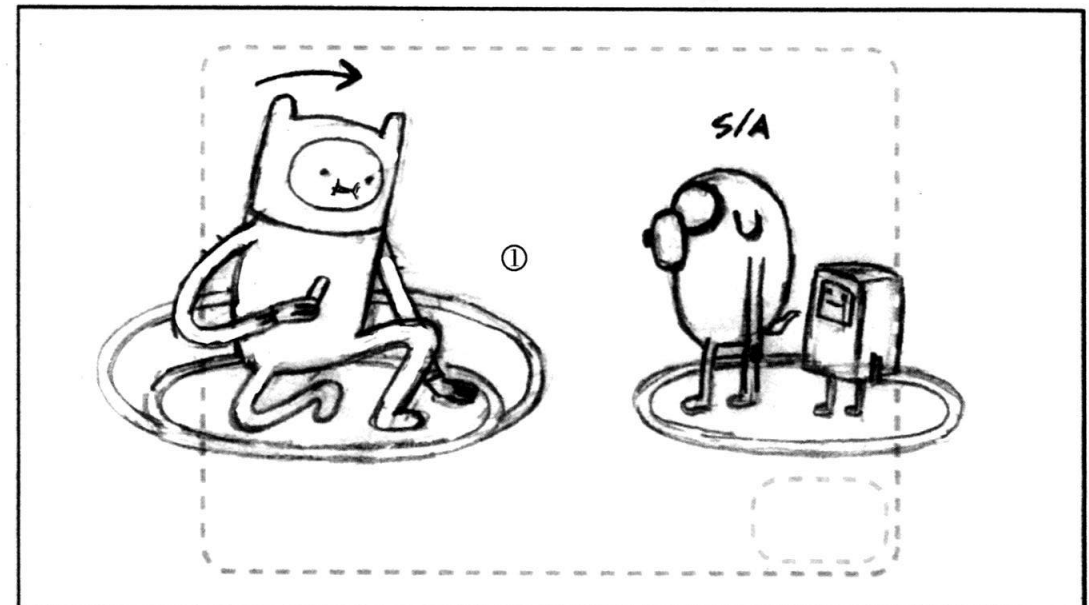


Page 167

Sc. *98 cont* Pnl. *M* Bg. day night



Sc. *98 cont* Pnl. *N* Bg. day night



Dialog:	<i>F: MM?</i>	
Action:		
Timing:		<p>APR 23 2014</p>

EPISODE # 1025-181

Production :

1025/181

1025/181

1025/181

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1025/181

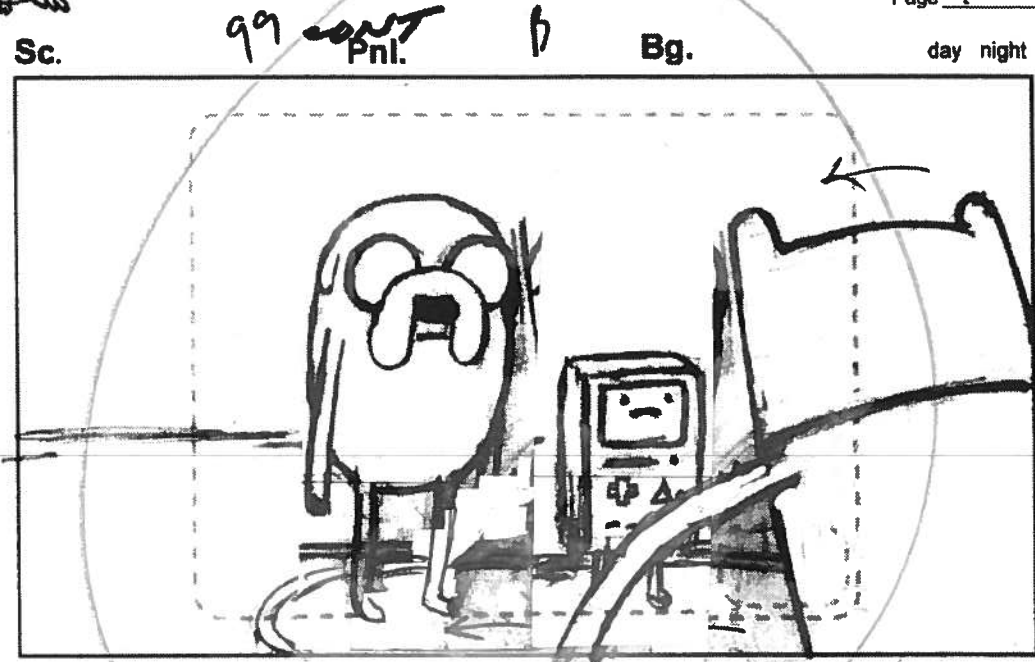
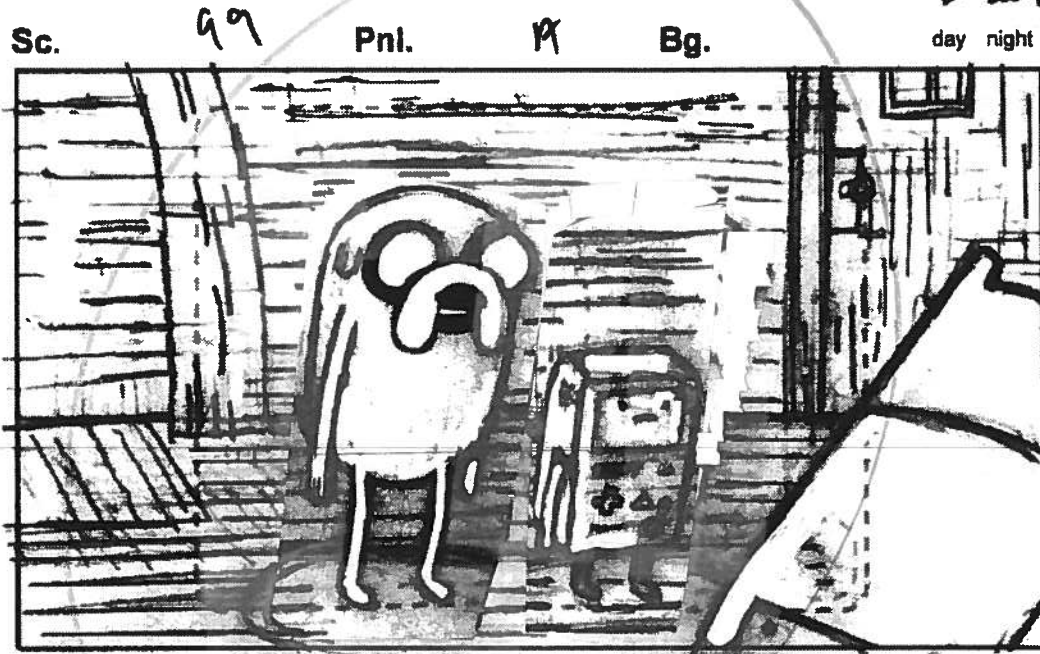
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ADVENTURE TIME



REVISED
05/06/2014

Page 168
day night



Dialog:
J: DUDE, WHAT'RE YOU ...

F: IF I EXTEND...

SFX: *SHKK

Action:

- F. DRAWS W/ CHALK AGAIN.

APR 23 2014

Timing:

EPISODE # 1025-181

1025/181

Production :

1025/181

ADVENTURE TIME



REVISED

05/06/2014

Page 169

Sc.

99 cont Pnl.

C

Bg.

day night



Sc.

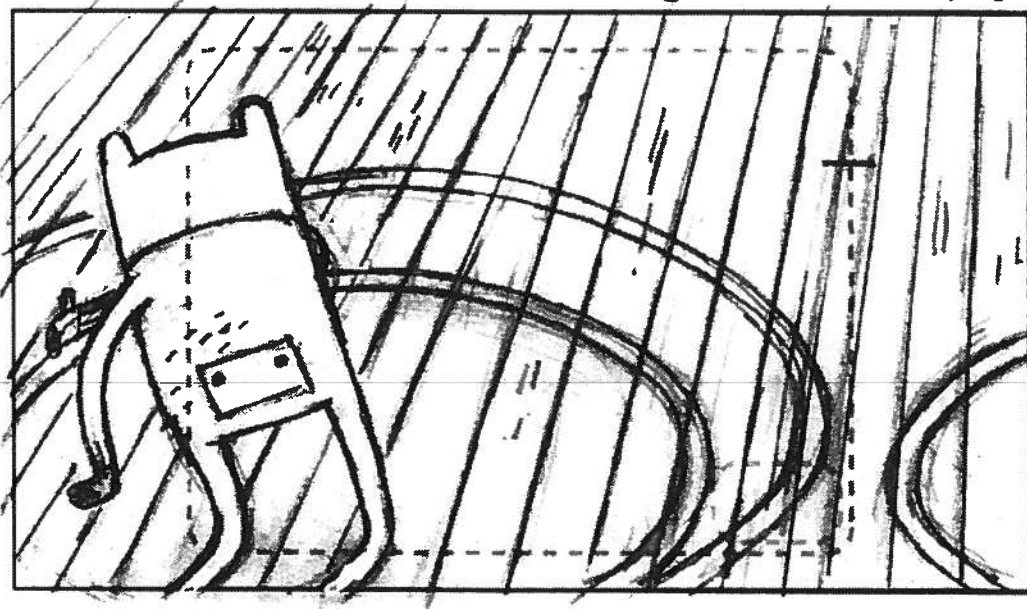
160

Pnl.

A

Bg.

day night



Dialog:

F...THE CIRCLE...

Action:

Timing:

APR 23 2014

EPISODE #

Production :

1025-181

1025/181

1025/181

1025/181

ADVENTURE TIME



Sc.

100 cont Pnl.

B

Bg.

day night

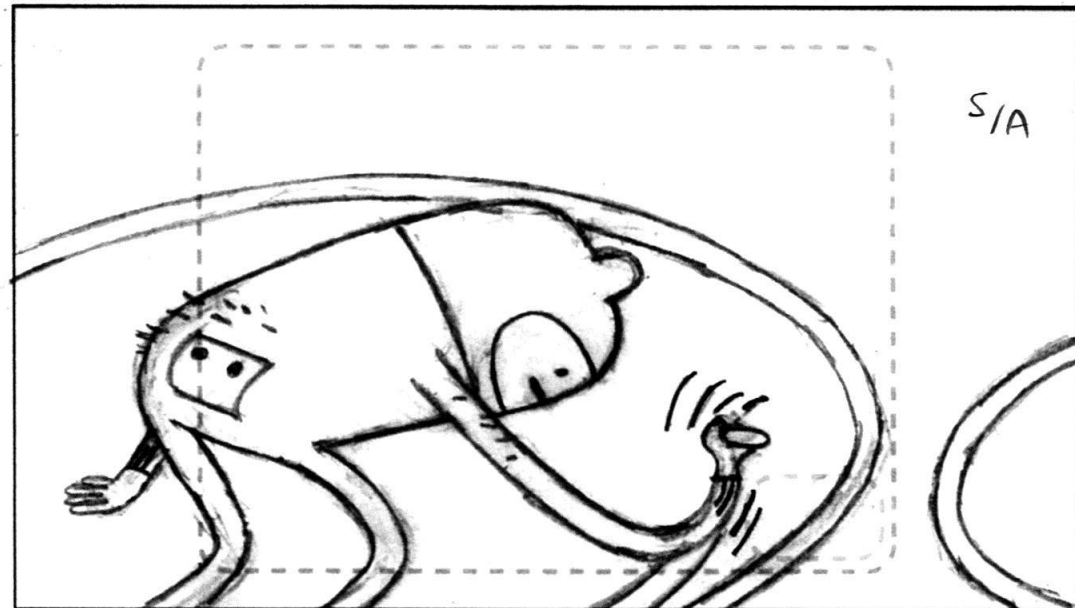
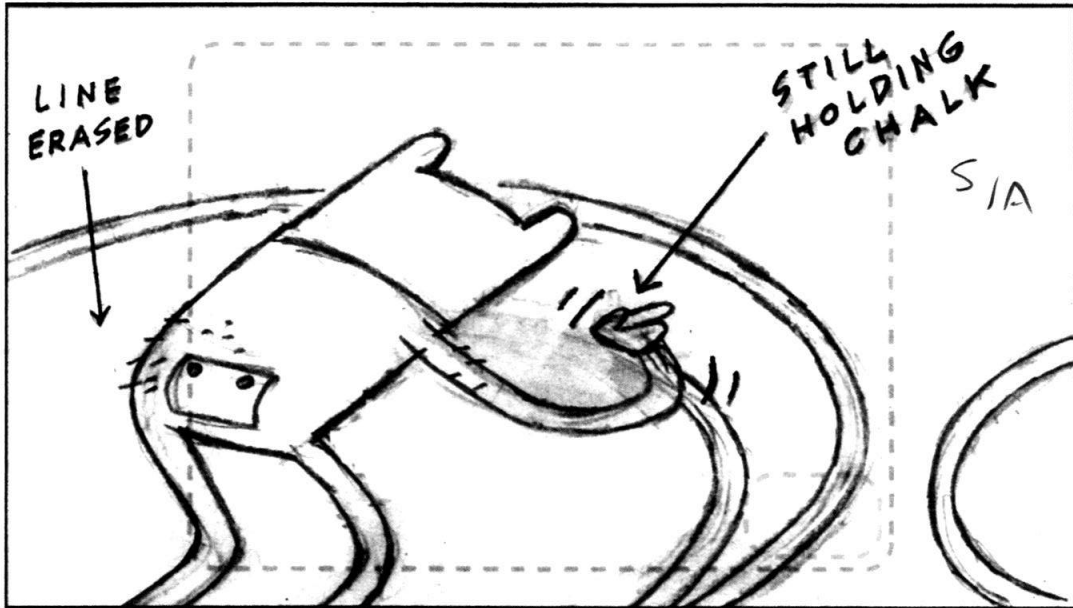
Sc.

100 cont Pnl.

C

Bg.

Page 170
NO PGS 171-179
day night



Dialog:

SFX: * RRR-RR-RR *

Action:

FINN ERASES CHALK LINE
WITH HIS FOREARM.

APR 23 2014

Timing:

EPISODE #

1025-181

1025/181

Production :

1025/181

ADVENTURE TIME



Page 180

Sc.

100 cont Pnl.

D

Bg.

day night

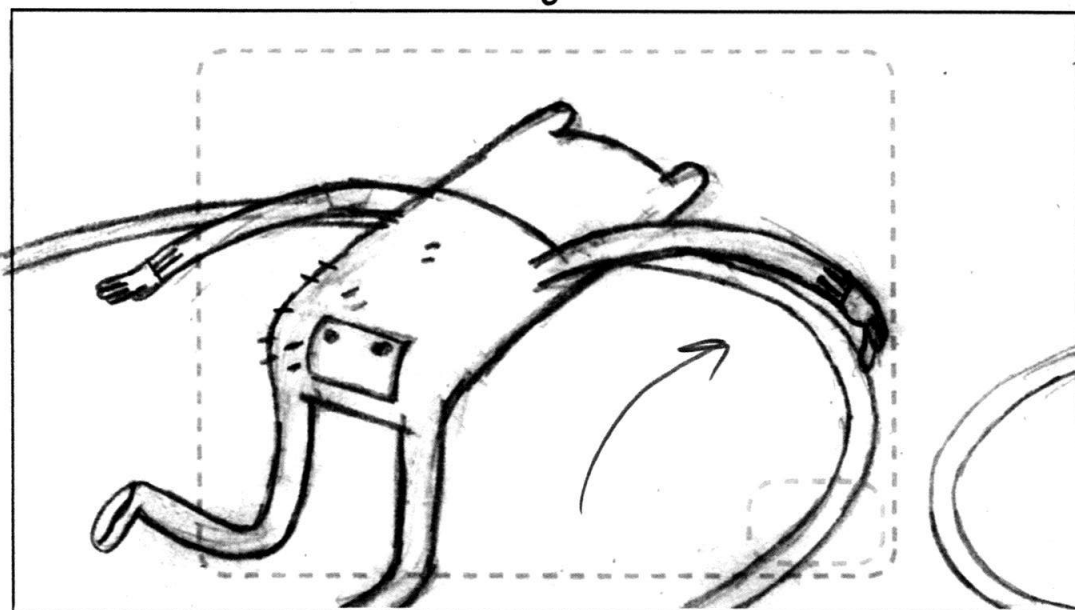
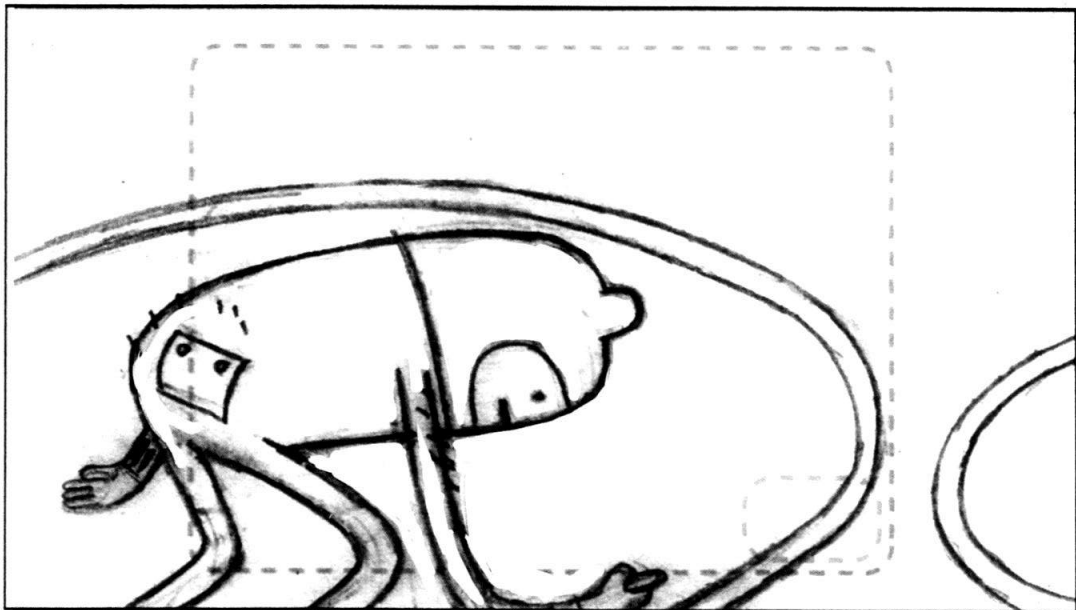
Sc.

100 cont Pnl.

E

Bg.

day night



Dialog:

F: ... FARTHER ...

Action:

Timing:

APR 23 2014

EPISODE #

1025-181

Production :

1025/181

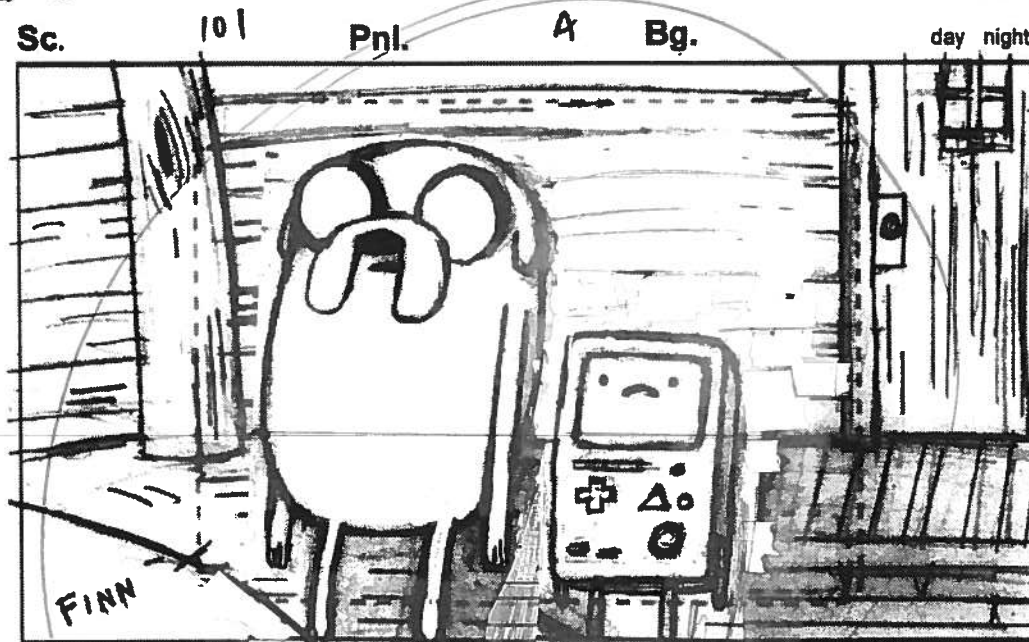
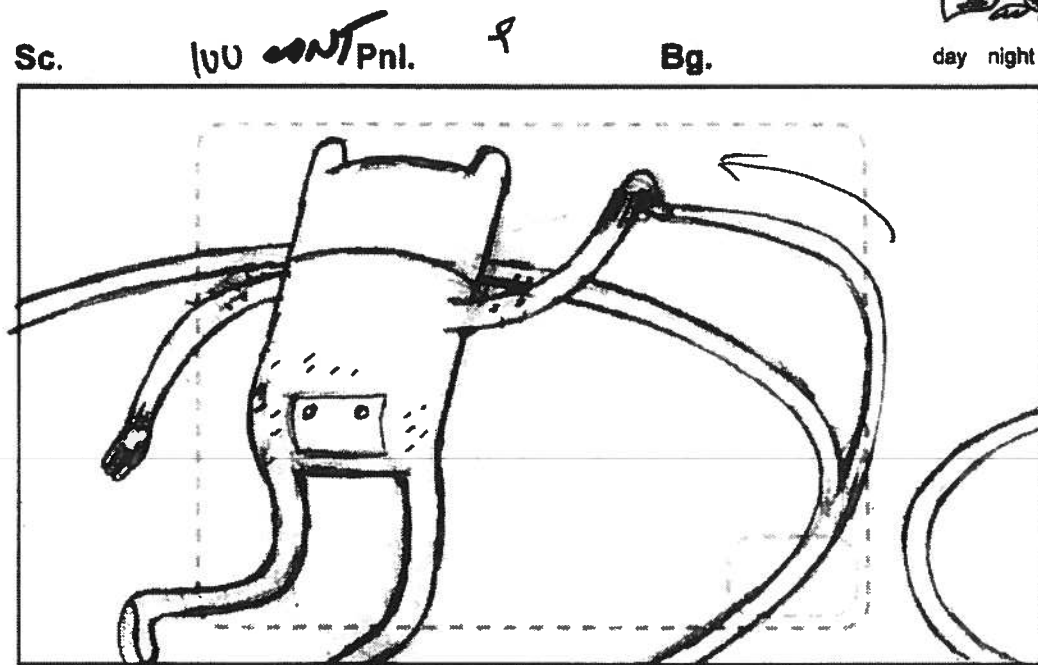
1025/181

ADVENTURE TIME



REVISED
05/06/14

Page 181



Dialog:

SFX: * SHKK *

F(09): "I CAN GET CLOSER
TO THE MAGAZINE."

Action:

- F. STARTS DRAWING ANOTHER ARC,

APR 23 2014

Timing:

1025-181

EPISODE #

1025/181

Production :

1025/181

1025/181

ADVENTURE TIME



REVISED
05/06/14

Page 182
day night

Sc.

101 *cont* Pnl.

B

Bg.

day night

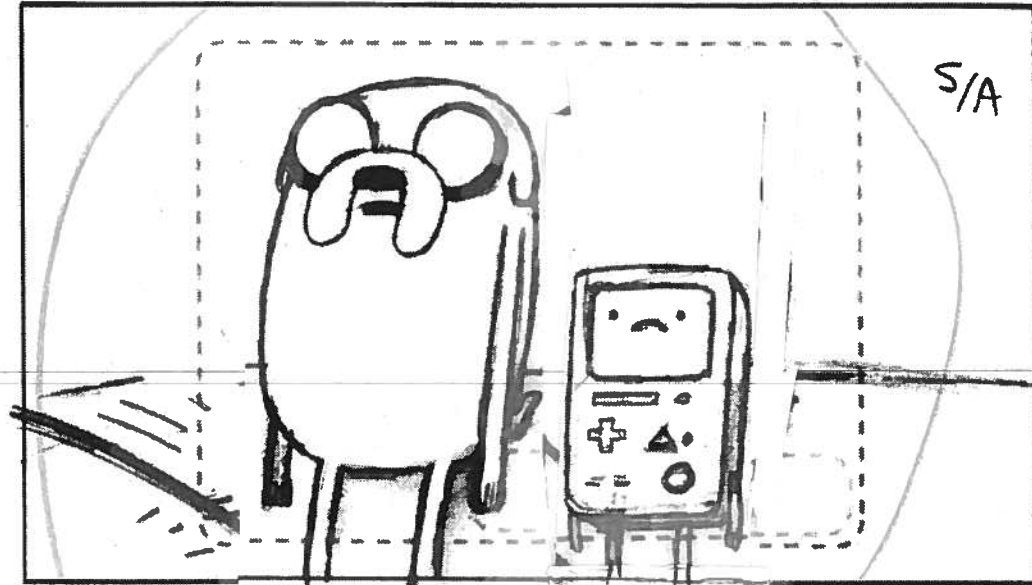
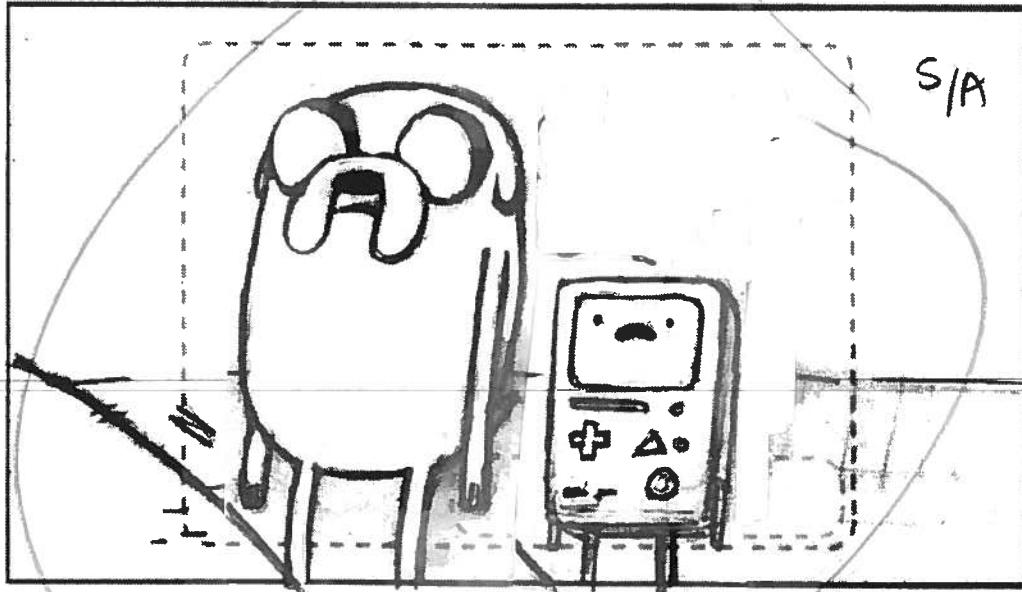
Sc.

101 *cont* Pnl.

C

Bg.

day night



Dialog:

BMO: THEORETICALLY
THAT IS POSSIBLE.

J: YEAH, BUT I'M STILL GETTING
A "WOOGA" FEELING.

Action:

Timing:

APR 23 2014

EPISODE #

1025-181

1025/181

Production :

1025/181

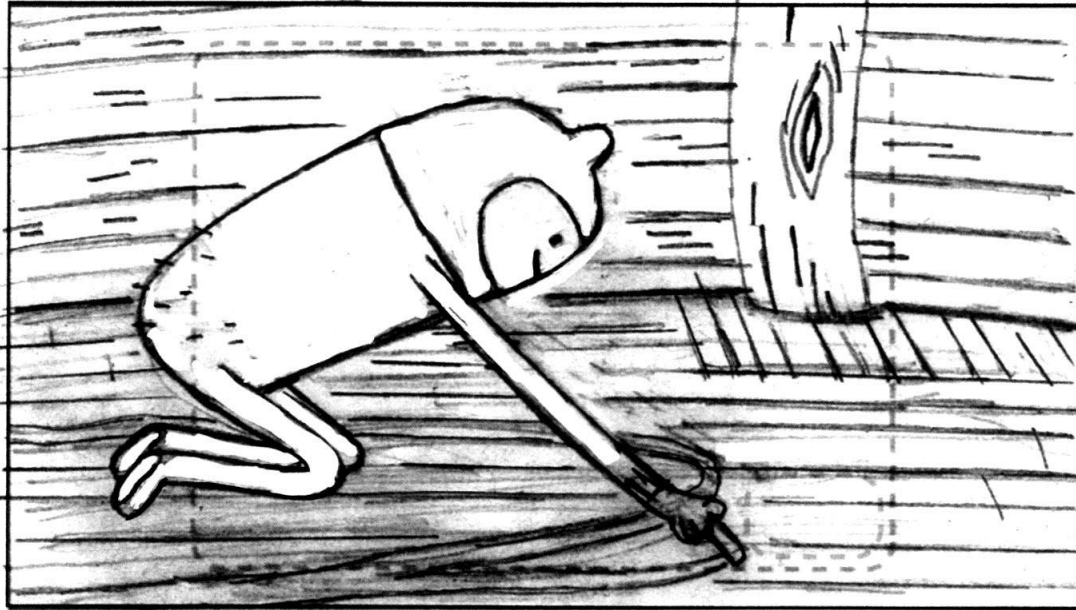
1025/181

ADVENTURE TIME

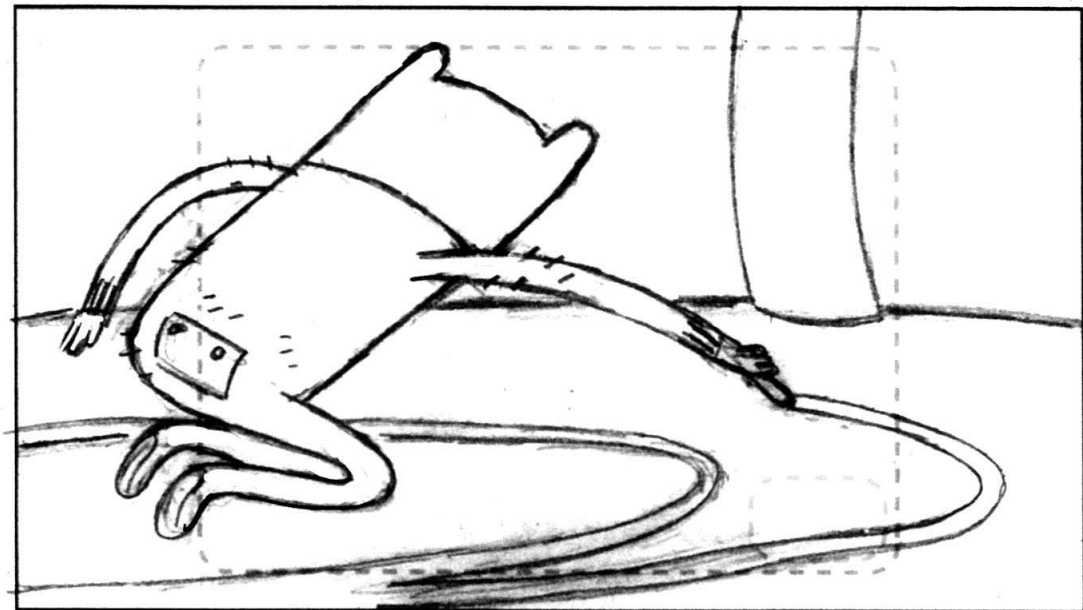


Page 183

Sc. 102 Pnl. 17 Bg. day night



Sc. 102 cont Pnl. 17 Bg. day night



Dialog:

J(o.s.)/ This seems like a bad idea...

F: JUST HAVE TO STAY...
...INSIDE ...

Action:

FINN DRAWS A CHALK LINE.

Timing:

APR 23 2014

EPISODE #

1025-181

1025/181

Production :

1025/181

1025/181

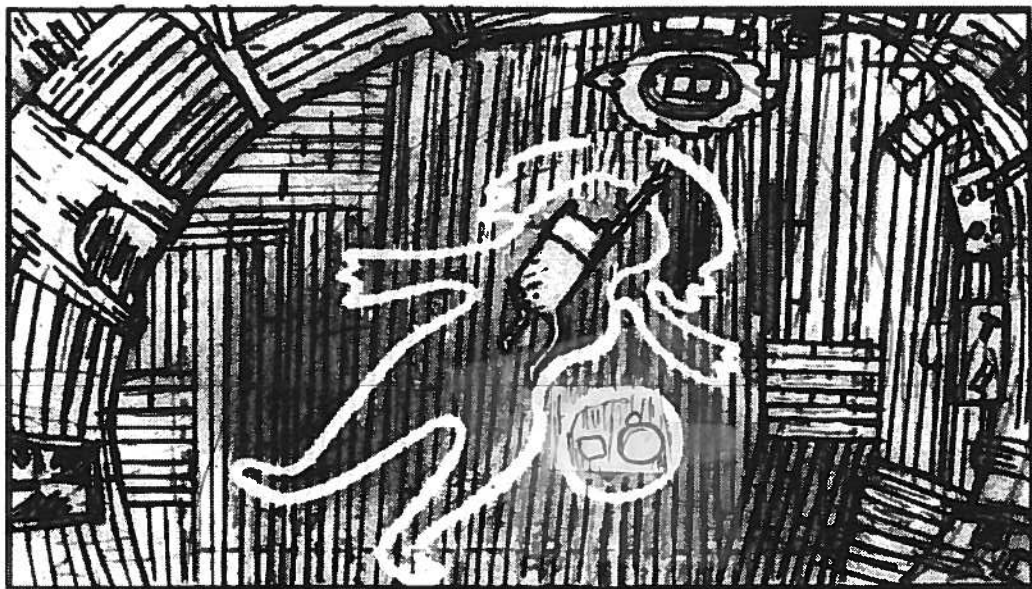
ADVENTURE TIME



REVISED
05/06/14

Page 184

Sc. 103 Pnl. A Bg. day night



Sc. 103 cont Pnl. B Bg. day night



Dialog:

F: . . . THIS CIRCLE . . .

SFX: NSHKK *

Action:

- F. HAS INADVERTANTLY DRAWN A STRANGE WOMAN, NOT A CIRCLE.

Timing:



APR 23 2014

Production :

EPISODE #

1025-181

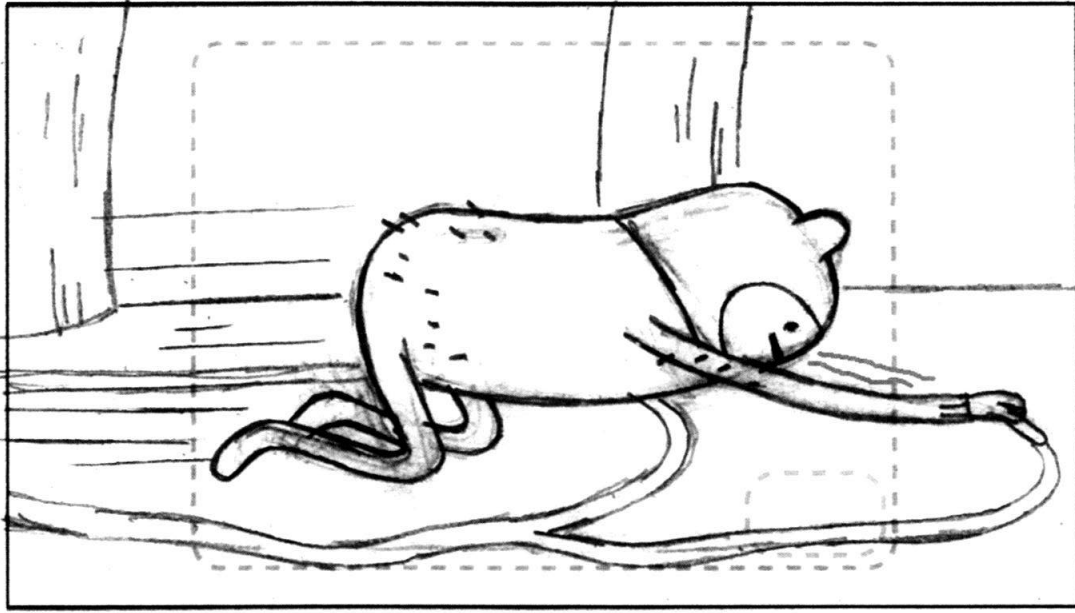
1025/181

1025/181

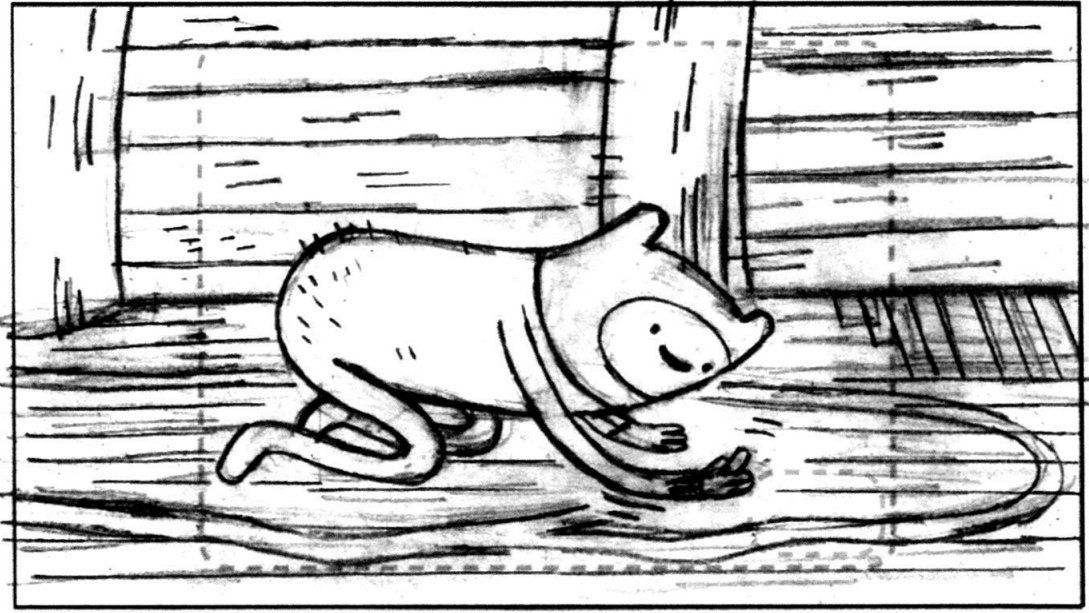
ADVENTURE TIME



Sc. 104 Pnl. A Bg. day night



Sc. 104 Pnl. B Bg. day night



Dialog:	SFX: * RR-RR-RR *
Action:	(START POSE) - FINN RUBS OUT CHALK LINE.
Timing:	APR 23 2014

1025/181

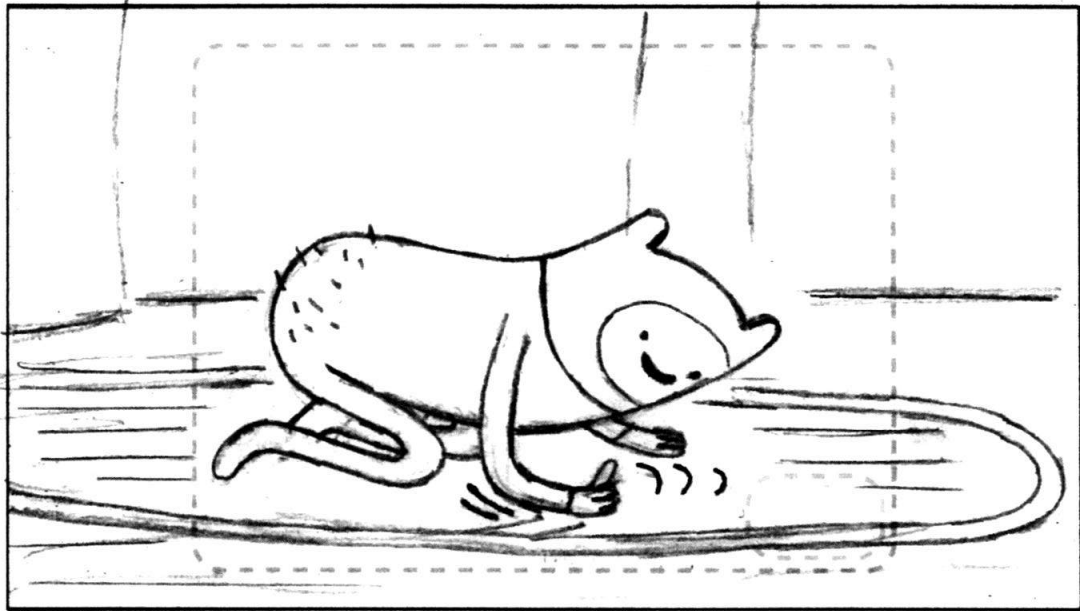
1025-181
1025/181
EPISODE #
Production :

1025/181

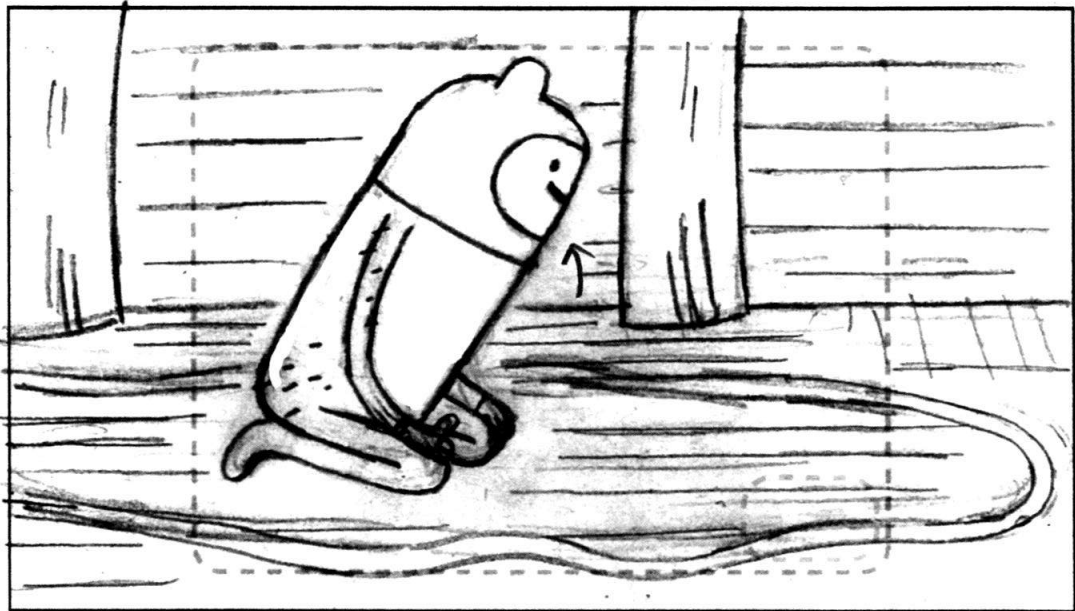
ADVENTURE TIME



Sc. 104 cont Pnl. C Bg. day night



Sc. 104 cont Pnl. D Bg. day night



Dialog:
Action: -F, SITS UP.
Timing: APR 23 2014

1025/181

1025-181

1025/181

EPISODE #

Production :

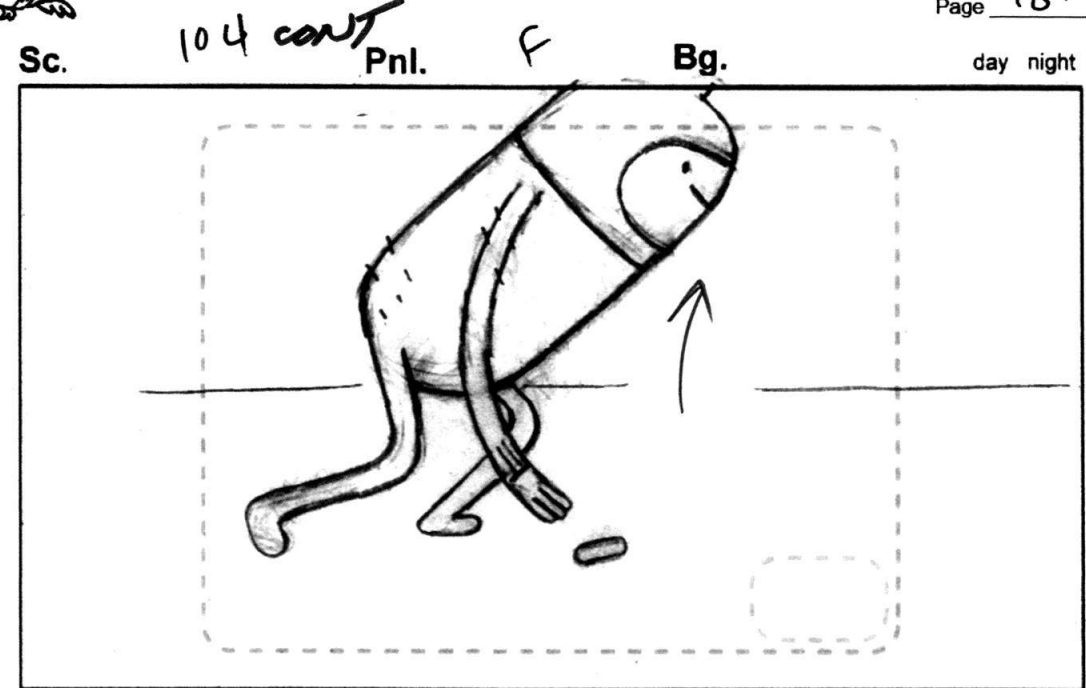
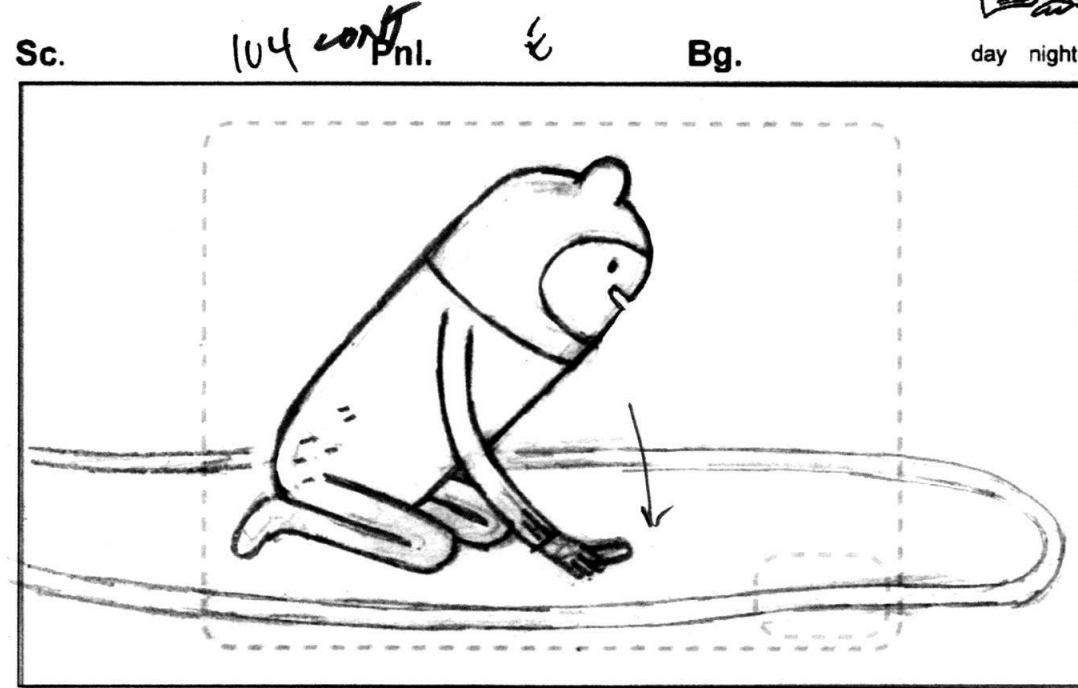
1025/181

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ADVENTURE TIME



Page 187



Dialog:	
F: (TRIUMPHANT) HA-HA!	
Action:	- FINN PUTS DOWN CHALK. - FINN STANDS.
Timing:	APR 23 2014

1025/181

1025-181

1025/181

EPISODE #

Production :

1025/181

ADVENTURE TIME



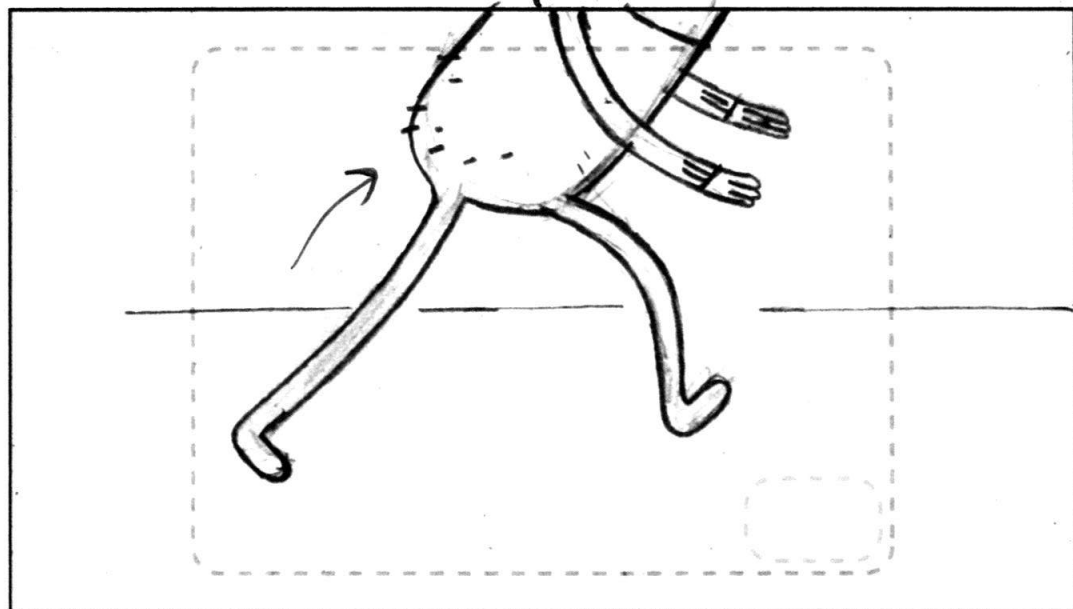
Page 188

Sc.

104 cont Pnl.

Bg.

day night

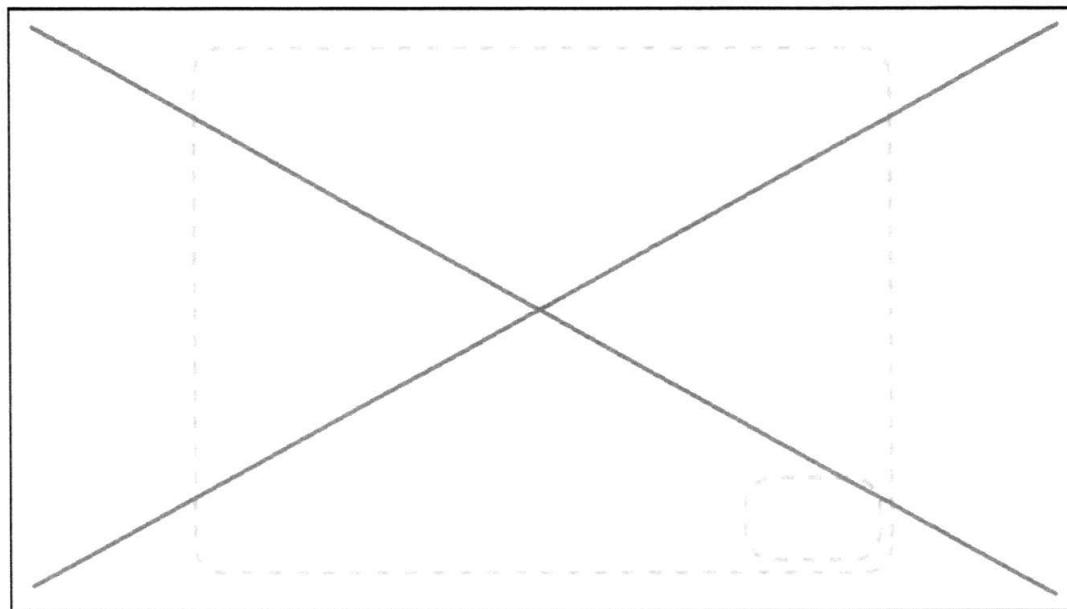


Sc.

Pnl.

Bg.

day night



Dialog:

Action:

FINN WALKS TOWARD TABLE.

APR 23 2014

Timing:

Production :

EPISODE #

1025-181

1025/181

1025/181

1025/181

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ADVENTURE TIME

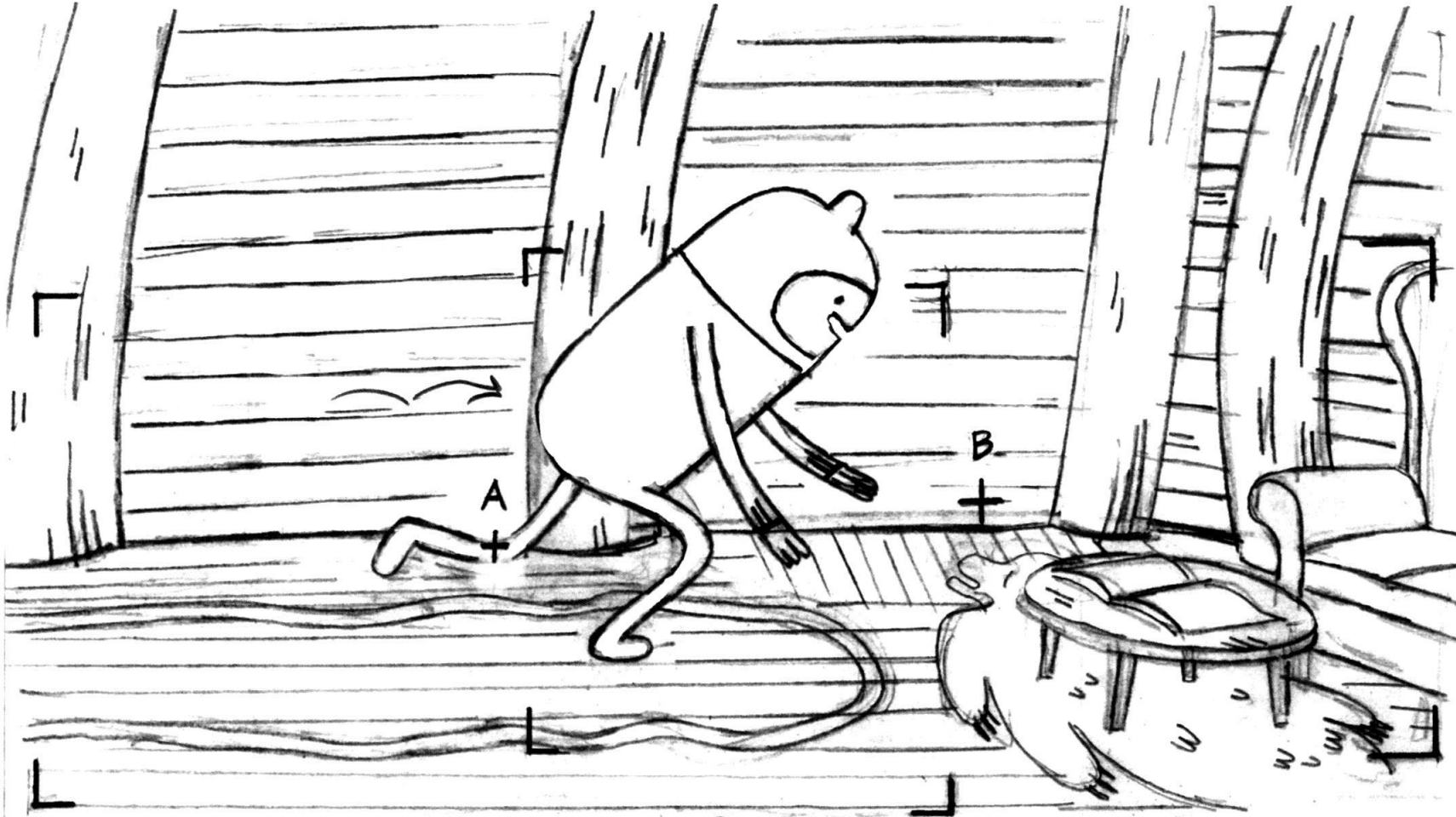


Sc.

104 cont Pnl. H

Bg.

day night



F= HOW'D YOU DO IT, RUSTY?
(MOSTLY TO HIMSELF)

-TRUCK OUT TO INCLUDE
MAGAZINE

APR 23 2014

EPISODE #

1025-181

Production :

1025/181

1025/181

ADVENTURE TIME



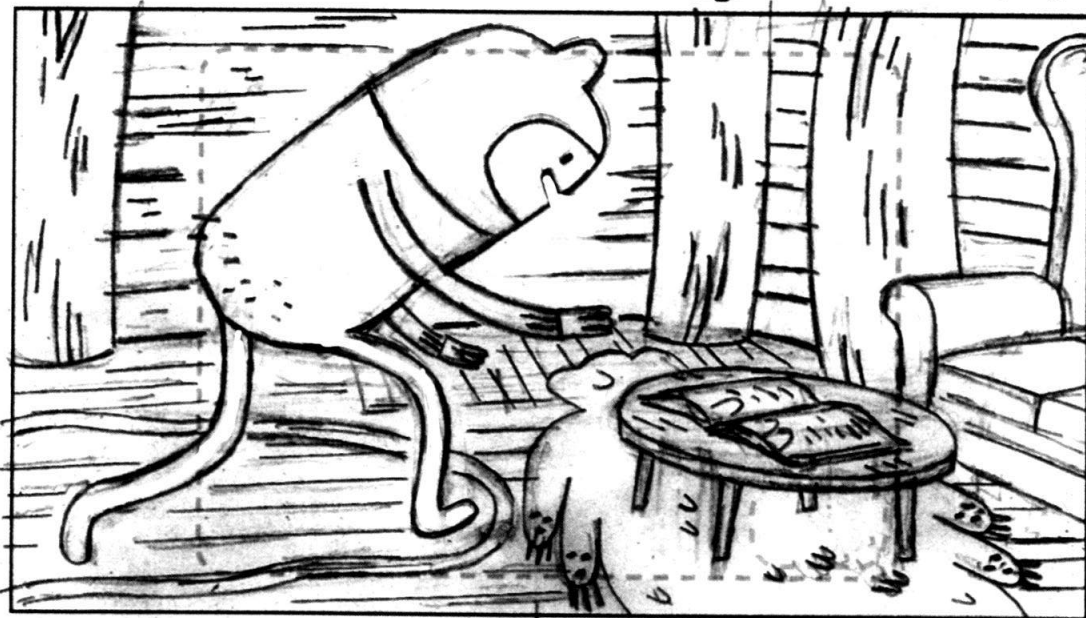
Page 190

Sc.

104 cont Pnl. I

Bg.

day night

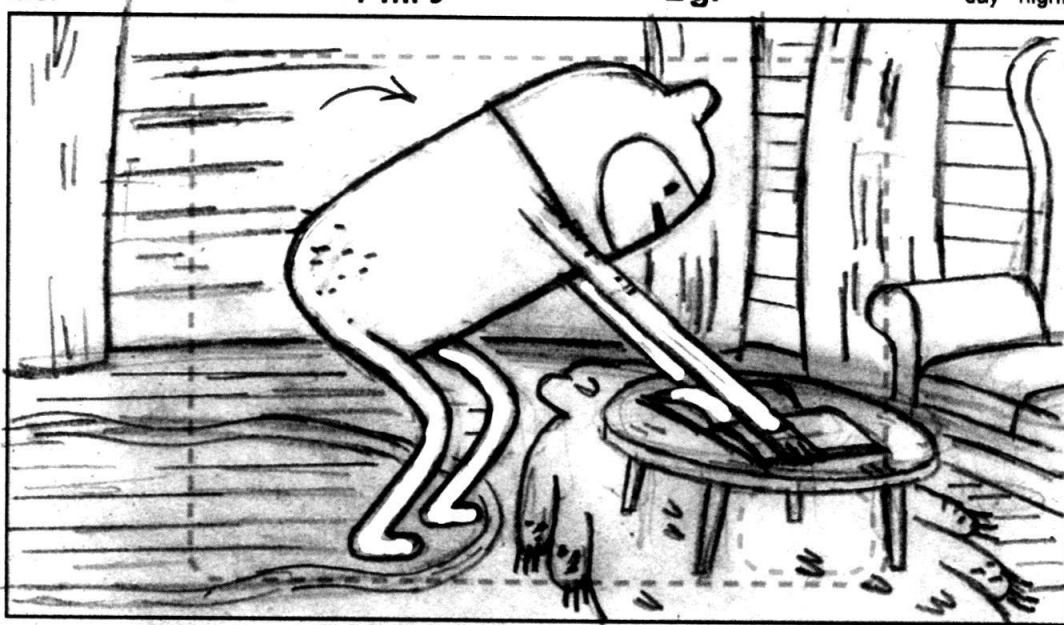


Sc.

104 cont Pnl. J

Bg.

day night



Dialog:

F: HOW'D YOU SHAKE THEM...

F: ... OTTERS!

Action:

— FINN GRABS MAGAZINE.

Timing:

APR 23 2014

Production :

EPISODE #

1025-181

1025/181

1025/181

REVISED

05/06/14

ADVENTURE TIME



Page 191

Sc.

104 cont
Pnl. K

Bg.

day night



PAN
W
ACTION

-FINN PICKS UP MAGAZINE.

-ADJ. W/ ACTION

Timing:

Sc.

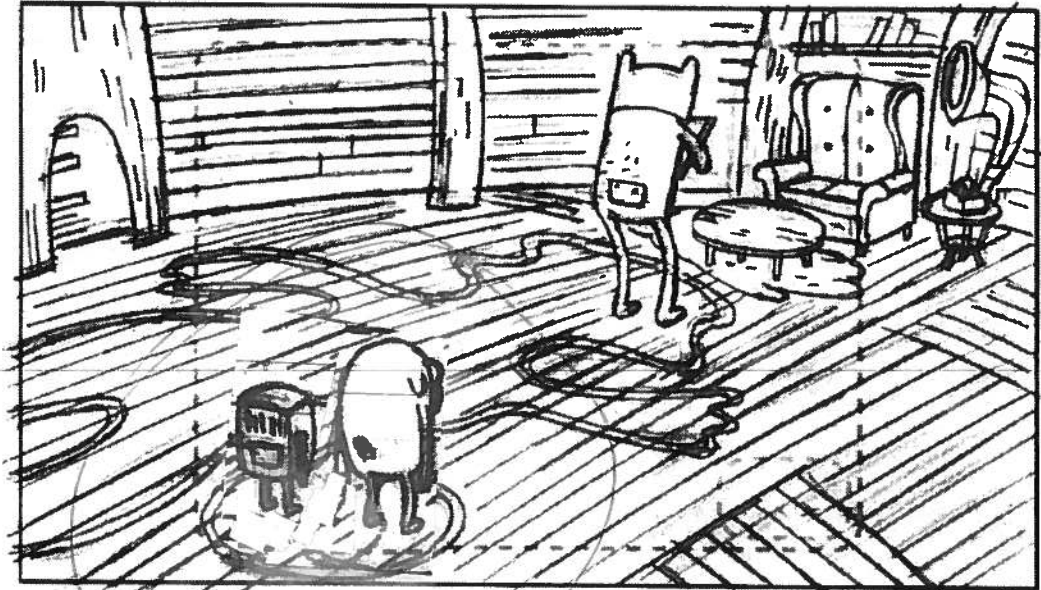
105

Pnl.

A

Bg.

day night



F: HUH HUH HUH HUH HUH...
(CHUCKLING)

APR 23 2014

Production :

EPISODE #

1025-181

1025/181

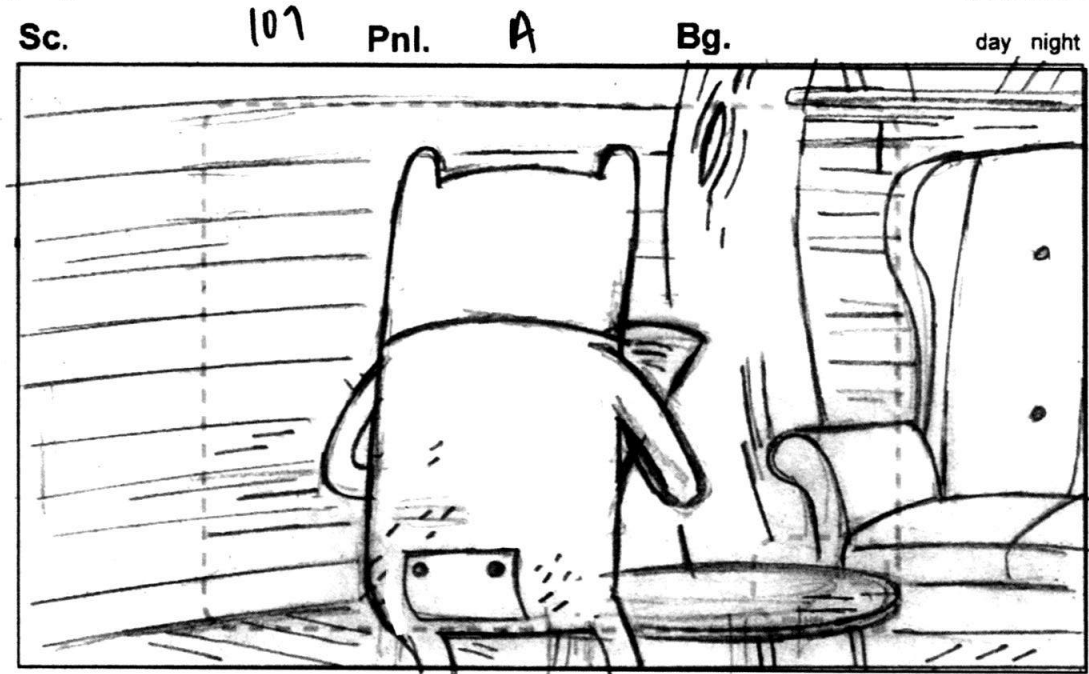
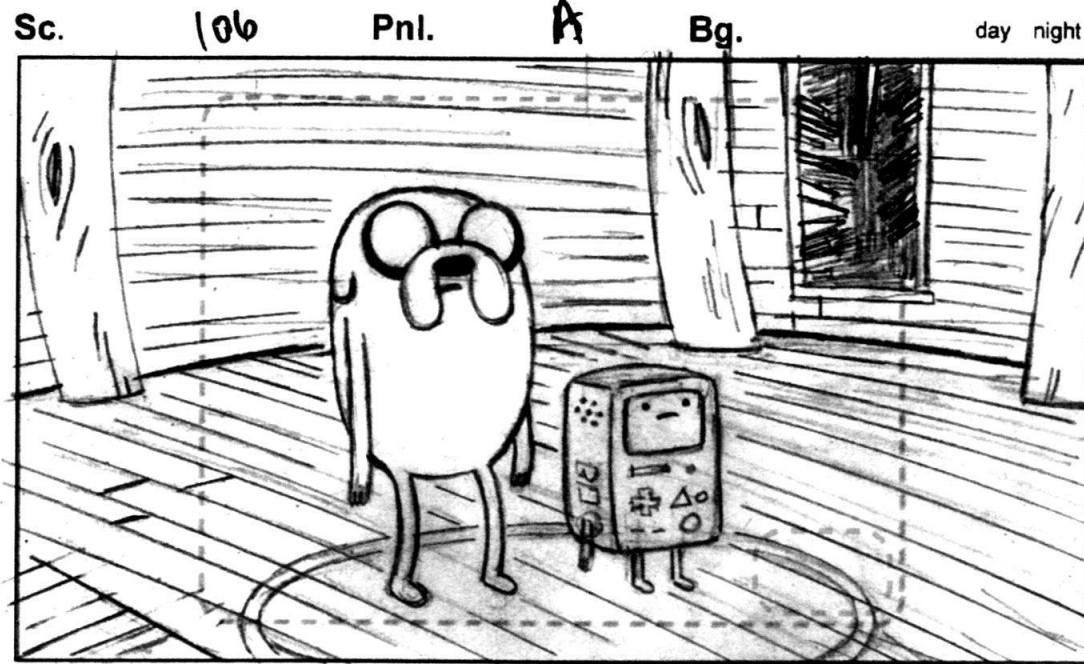
1025/181

1025/181

ADVENTURE TIME



Page 142



Dialog:

F(os): HA HA HA!

F: MAN, WHAT A GREAT ENDING!
Ha ha ha HA HA HA HA...

Action:

Timing:

APR 23 2014

EPISODE #

1025-181

1025/181

Production :

1025/181

ADVENTURE TIME



Page 153

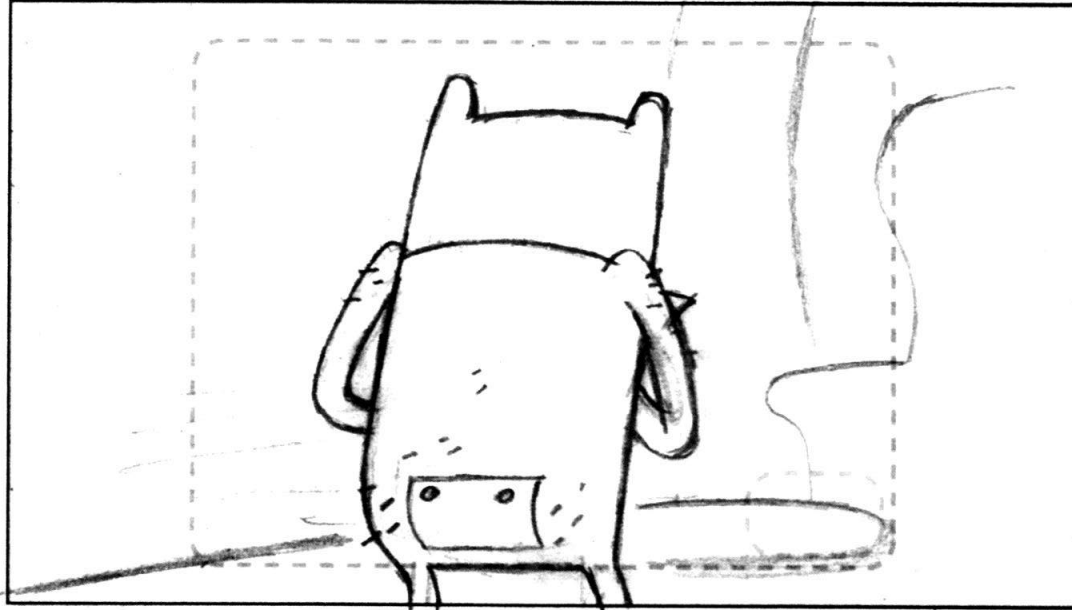
Sc.

107 cont Pnl.

B

Bg.

day night



Sc.

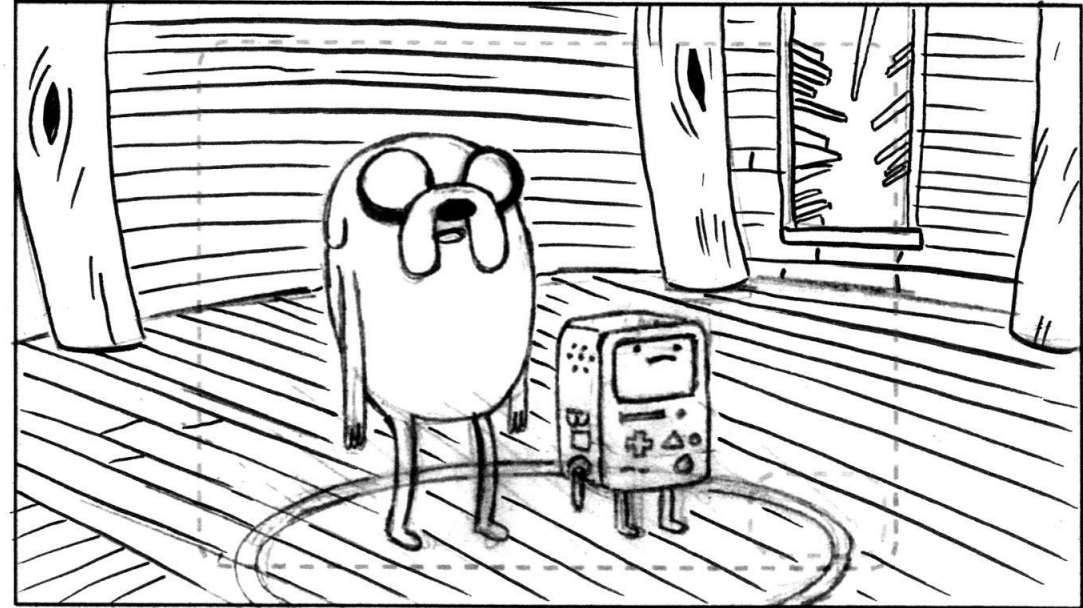
108

Pnl.

A

Bg.

day night



Dialog:

F: SNORT! NORK. SPTT.

J: FINN? ...

Action:

Timing:

APR 23 2014

EPISODE #

1025-181

1025/181

Production :

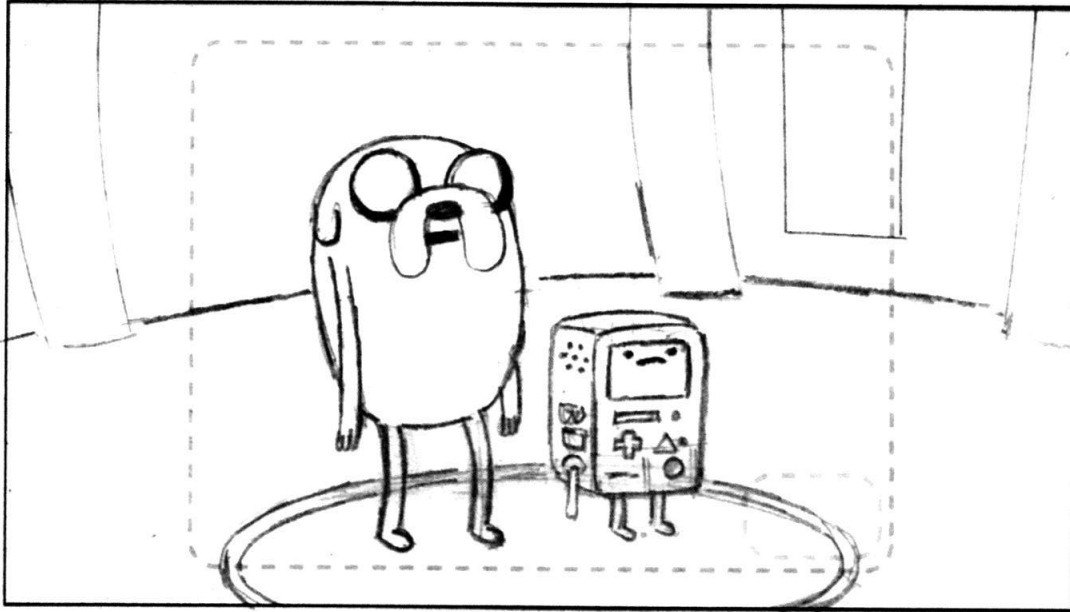
1025/181

ADVENTURE TIME

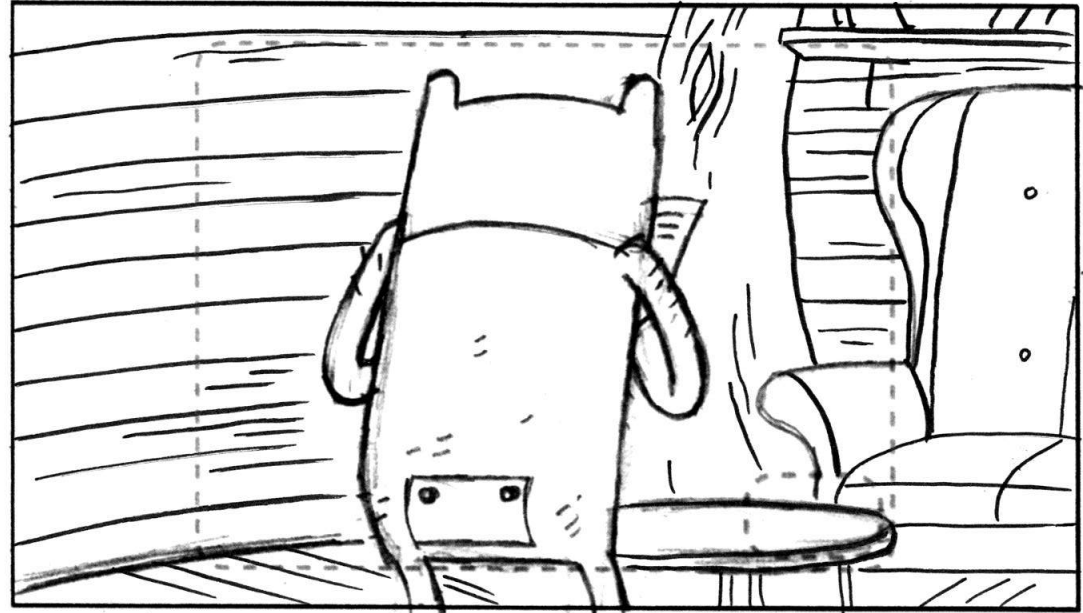


Page 194

Sc. 108 *cont* Pnl. B Bg. day night



Sc. 109 Pnl. A Bg. day night



Dialog:

J: WHAT'S WRONG, BUDDY?

F: [STRANGE BREATHING]

Action:

Timing:

APR 23 2014

EPISODE #

1025-181

1025/181

Production :

1025/181

1025/181

ADVENTURE TIME



Page 195

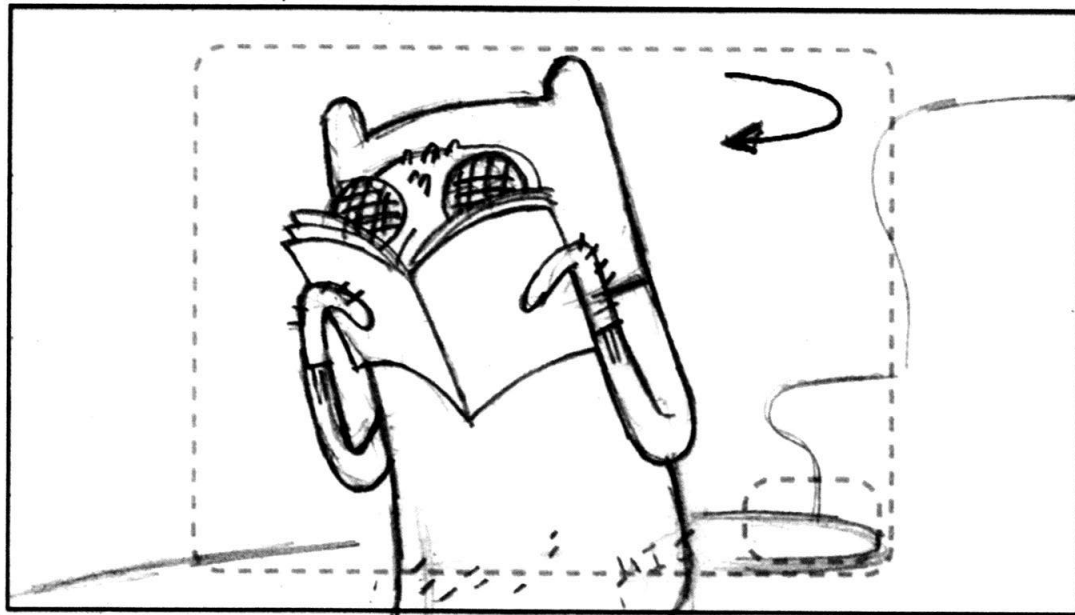
Sc.

109 cont Pnl.

1

Bg.

day night



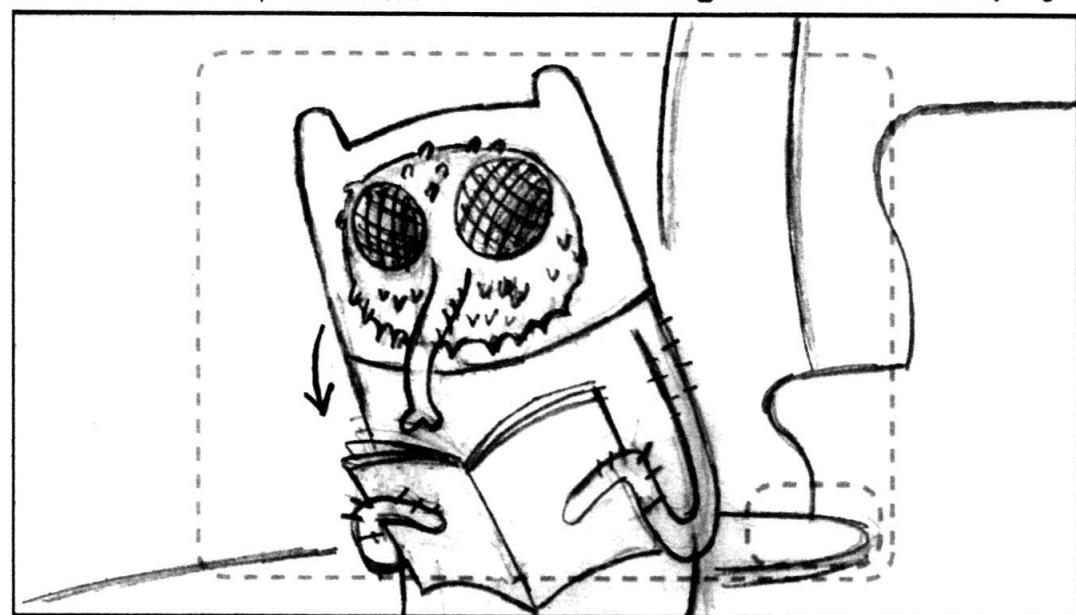
Sc.

109 cont Pnl.

C

Bg.

day night



Dialog:

Action:

FINN TURNS AROUND.

FINN LOWERS MAGAZINE,
REVEALING FLY FACE.

APR 23 2014

Timing:

EPISODE #

1025-181

1025/181

Production :

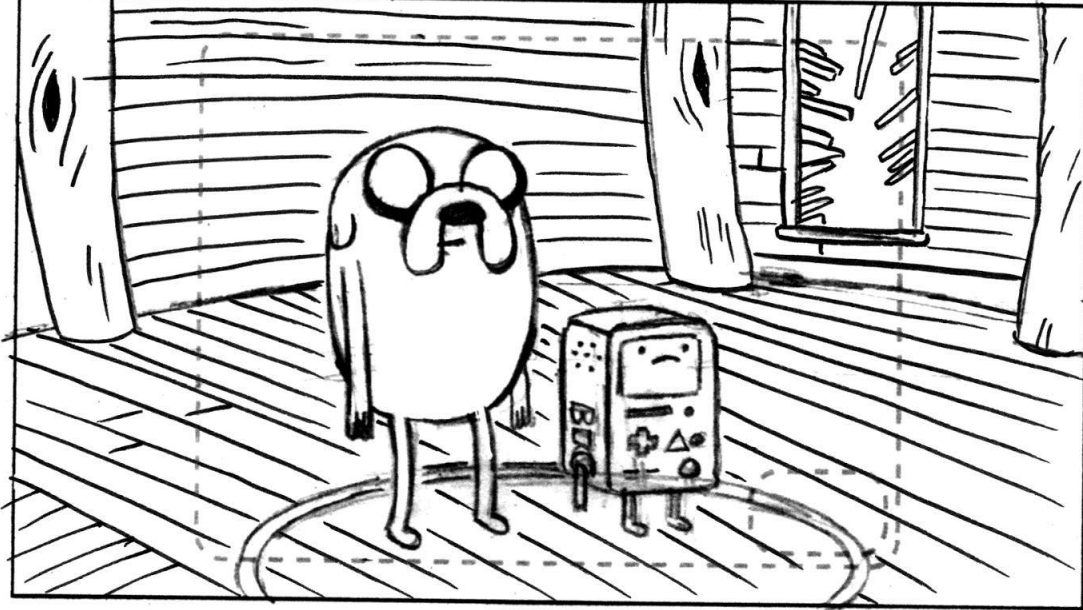
1025/181

ADVENTURE TIME

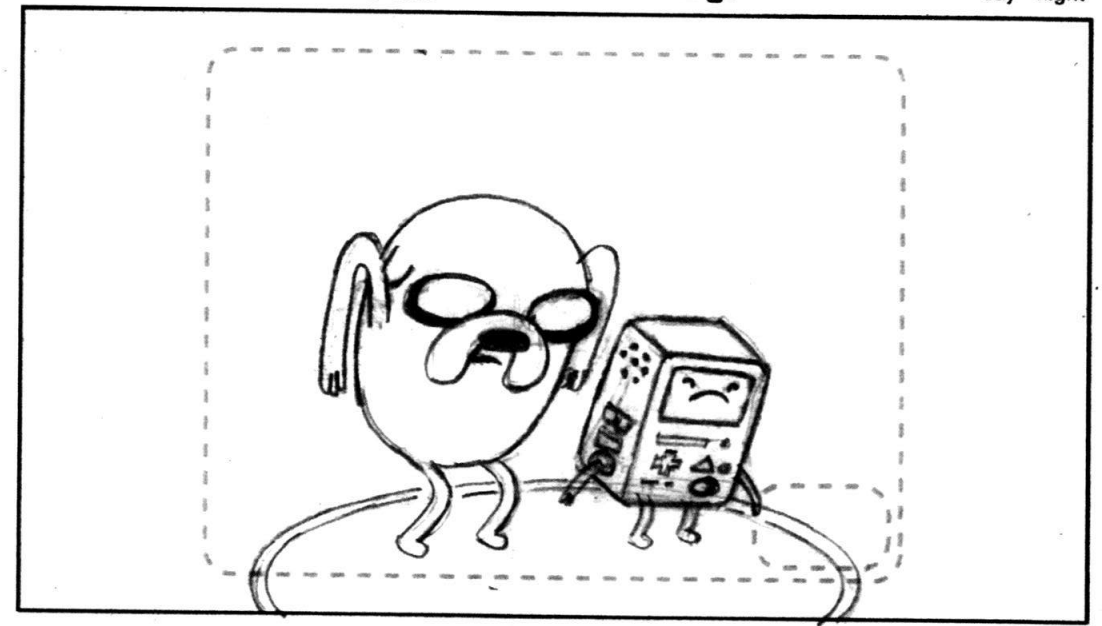


Page 196

Sc. 110 Pnl. A Bg. day night



Sc. 110 *cont* Pnl. B Bg. day night



Dialog:	
Action:	ANTIC.
Timing:	APR 23 2014

EPISODE # 1025-181

Production :

1025/181

1025/181

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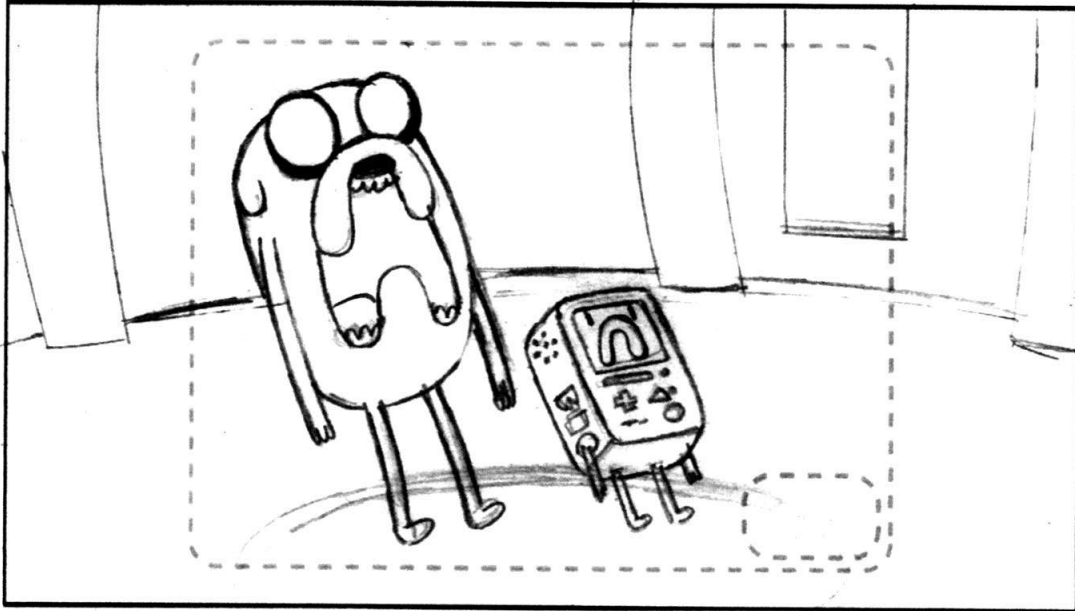
ADVENTURE TIME



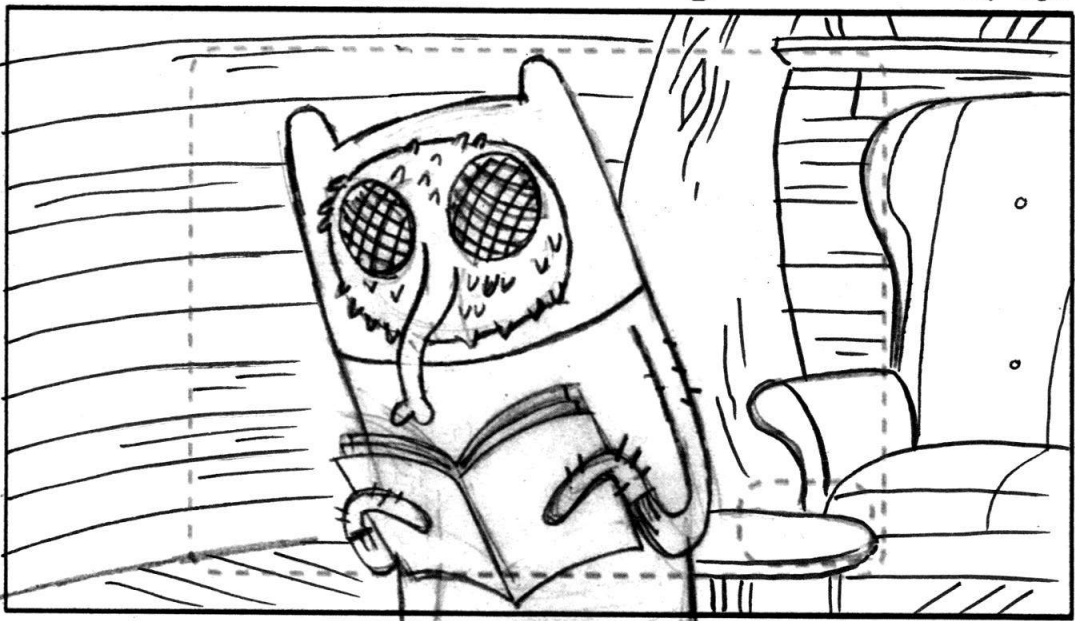
NO
SCENE
!!!

Page 197

Sc. 110 *cont* Pnl. C Bg. day night



Sc. 112 Pnl. A Bg. day night



Dialog:	<u>J+BMO</u> : AAAAAAG! ...	<u>J+BMO (OS)</u> : AAAAAAA
Action:	J+BMO BIG REACTION.	
Timing:		

APR 23 2014

Production :

EPISODE #

1025-181

1025/181

1025/181

ADVENTURE TIME



Page 198

Sc.

112 cont Pnl.

B

Bg.

day night

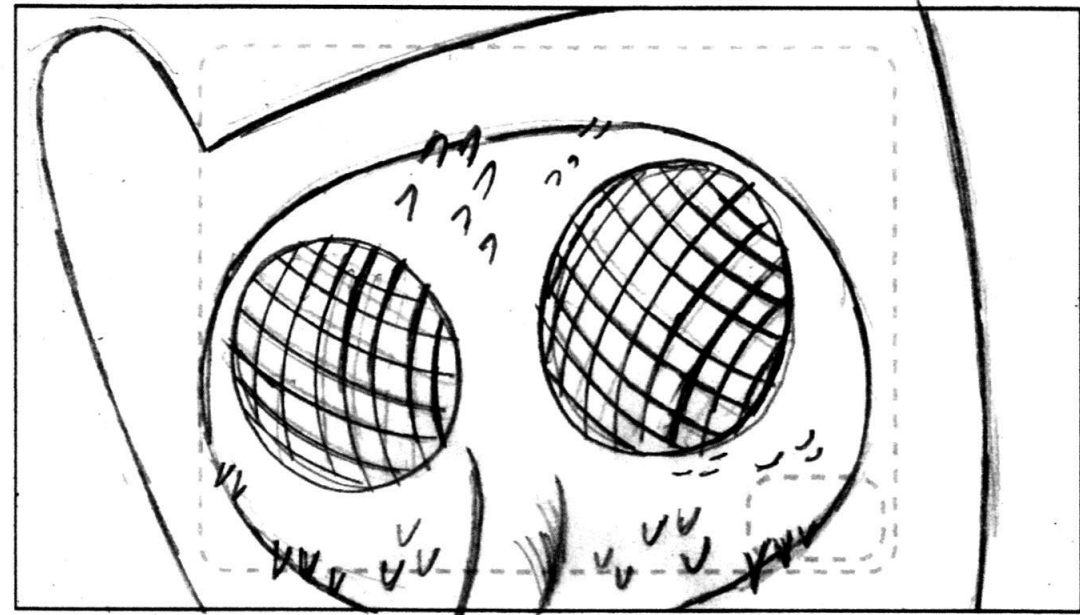
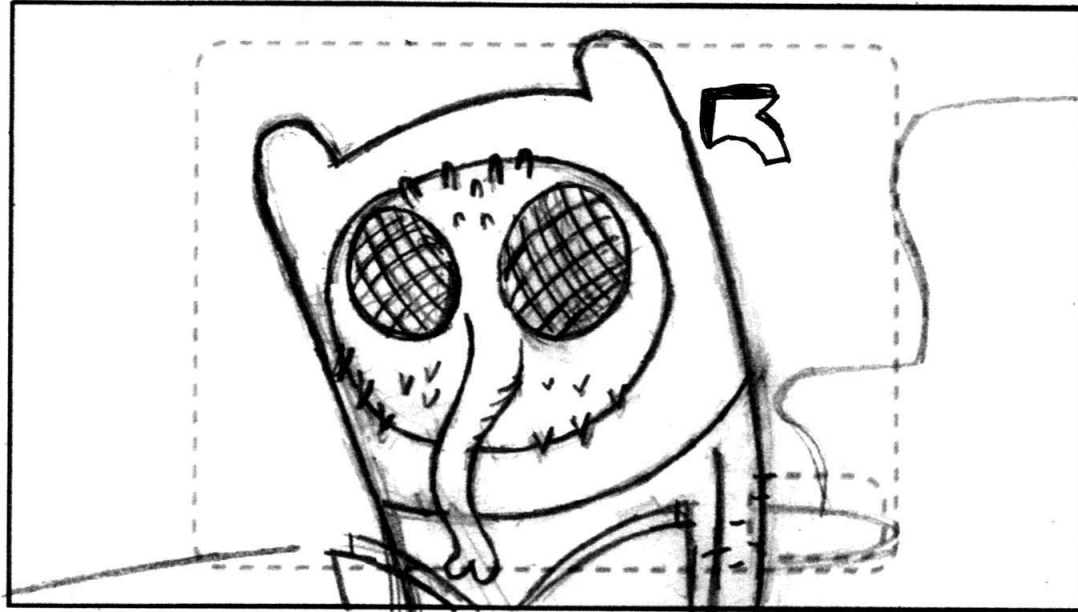
S-

112 cont Pnl.

C

Rn

day night



Dialog:

J+BMO(OS) = A A A A A

J+BMO(OS) = A A A A A A A

Action:

FINN LEANS TOWARD CAMERA.

APR 23 2014

Timing:

EPISODE # 1025-181

1025/181

Production :

1025/181

ADVENTURE TIME



Page 199

Sc.

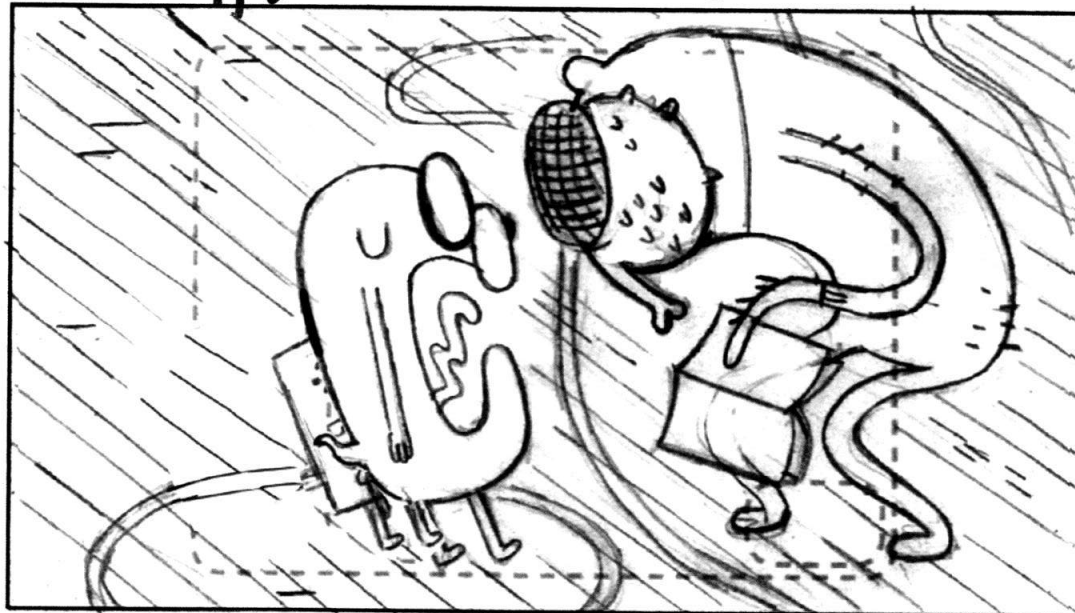
113

Pnl.

1

Bg.

day night

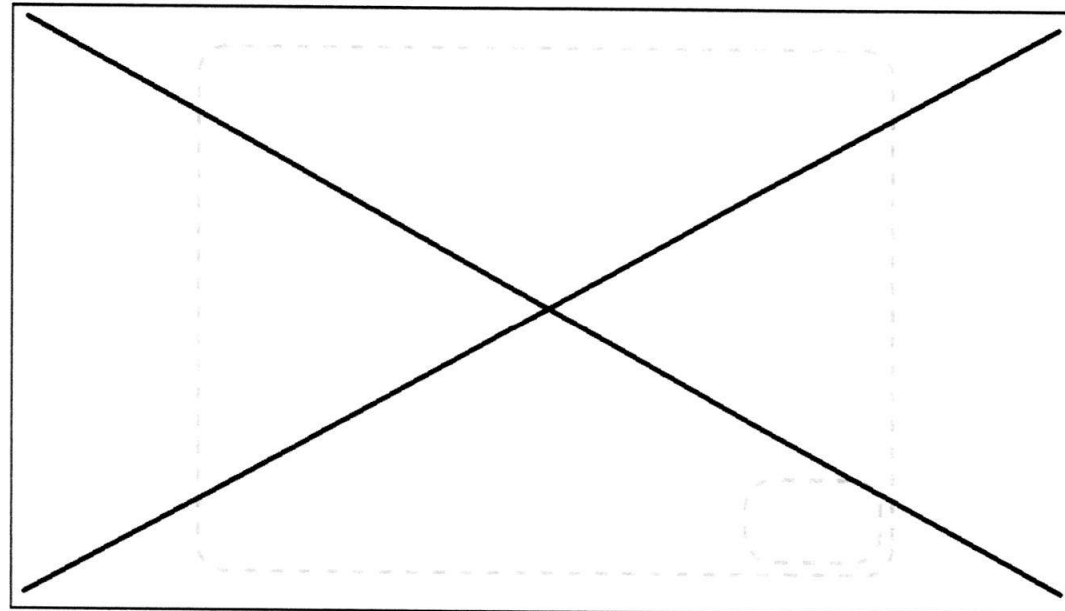


Sc.

Pnl.

Bg.

day night



Dialog:

J + BMO: A A A A A A A

Action:

Timing:

APR 23 2014

Production :
EPISODE # 1025-181

1025/181

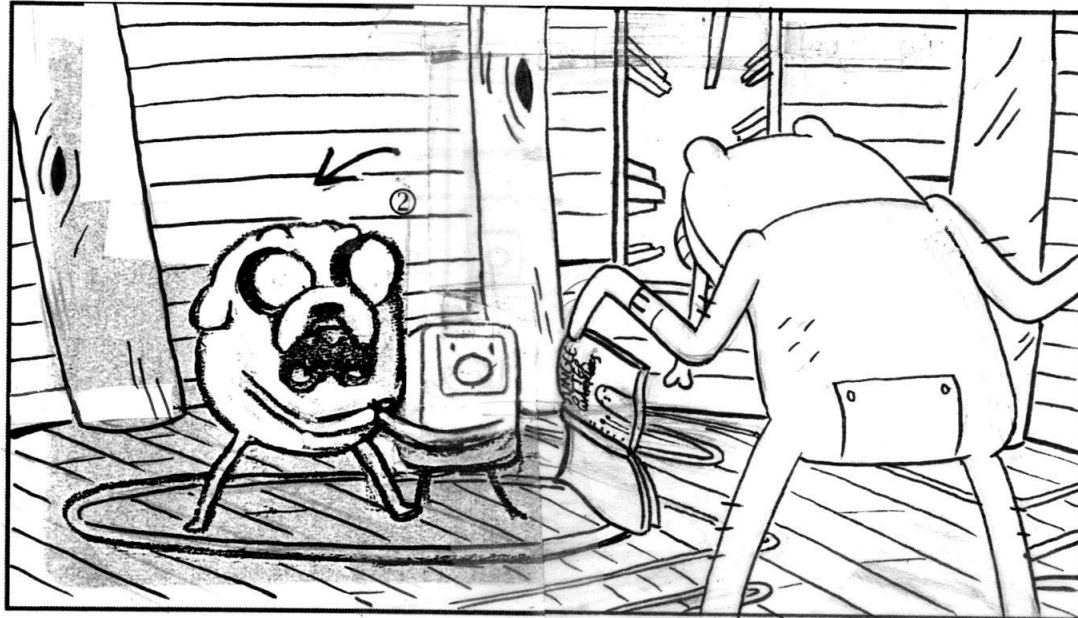
1025/181

ADVENTURE TIME

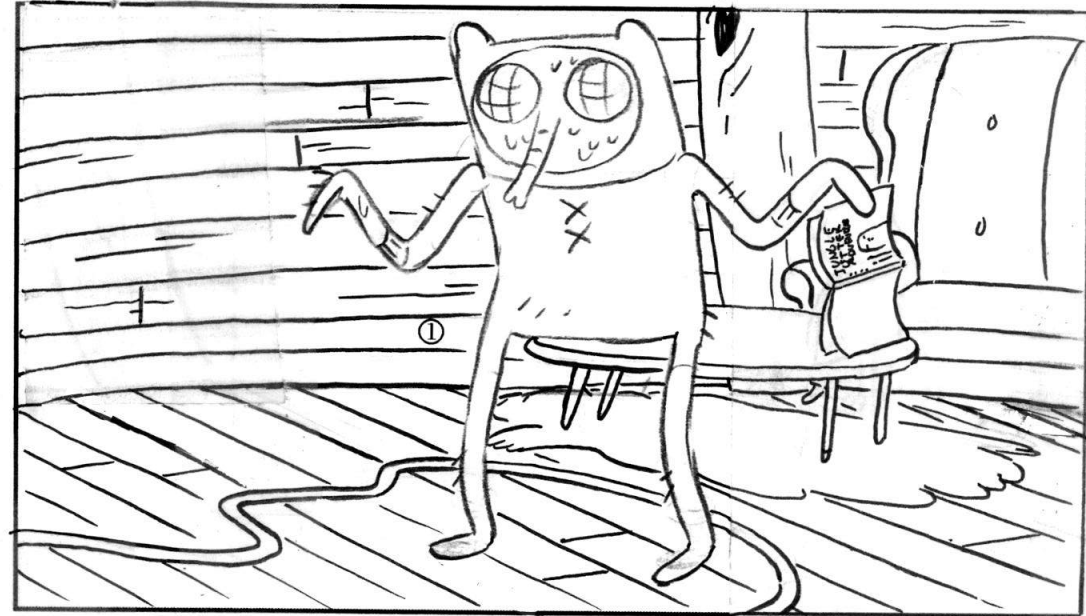


Page 200

Sc. 114 Pnl. A Bg. Window day night



Sc. 115 Pnl. A Bg. Window day night



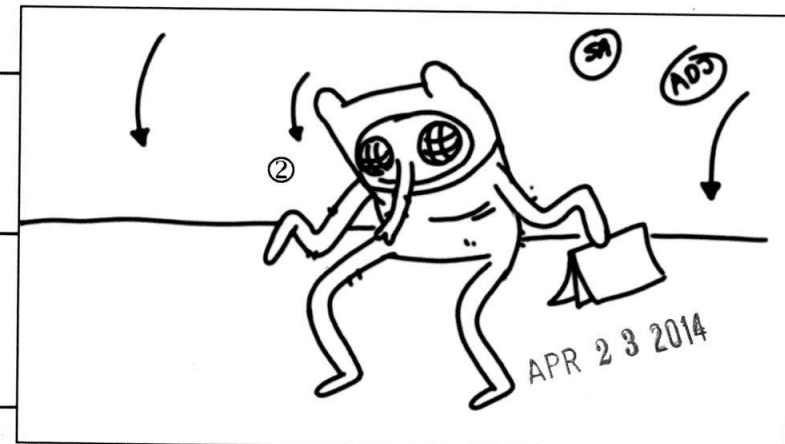
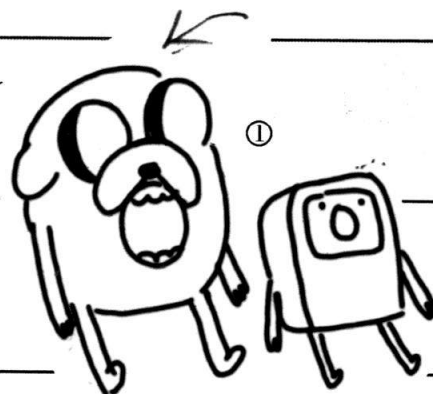
Dialog:

(QUICK)
(J): Oh FINN you're disgusting!!!

Action:

-F+B HOP BACK

Timing:



EPISODE #

1025-181

1025/181

Production:

1025/181

1025/181

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ADVENTURE TIME



Sc.

115 *cont* Pnl. B

Bg.

day night

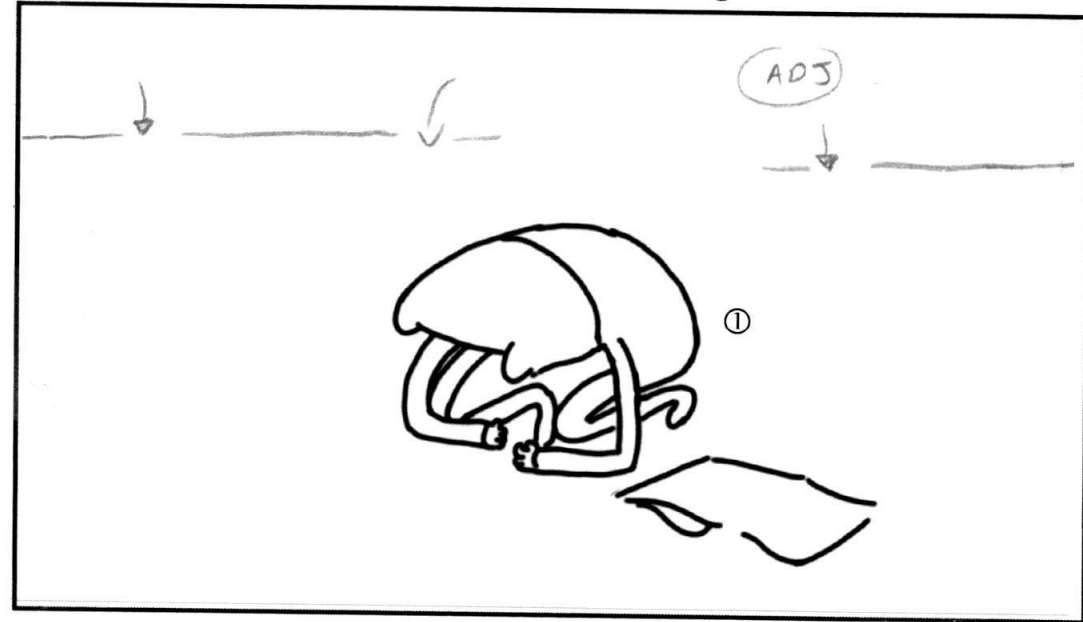
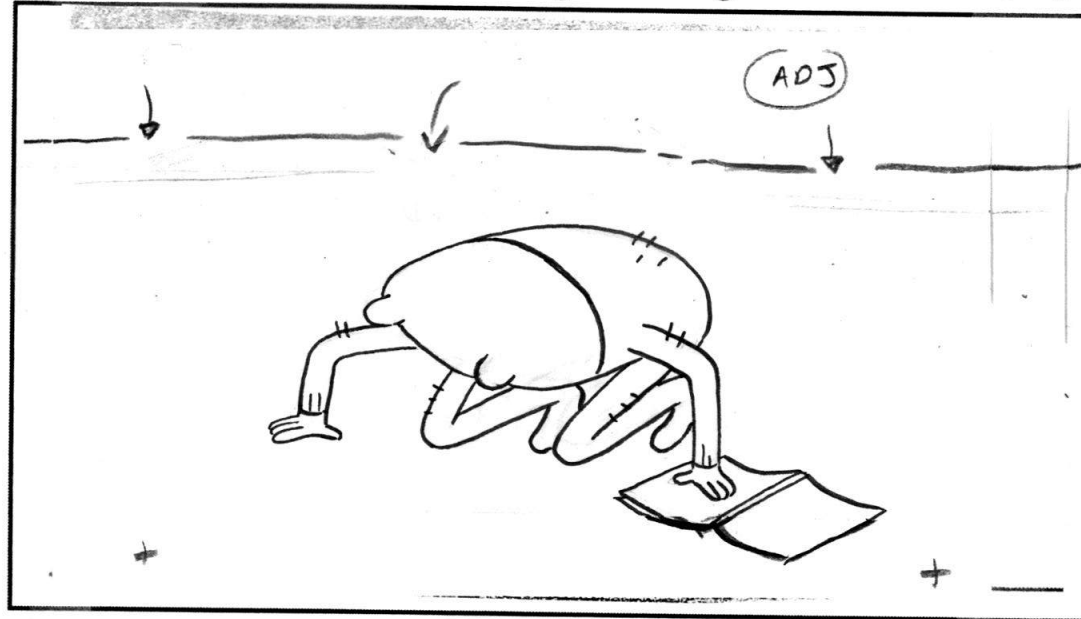
Sc.

115 *cont* Pnl. C

Bg.

Page 201

day night



Dialog:

SFX: *ZZT*

F/ [straining]

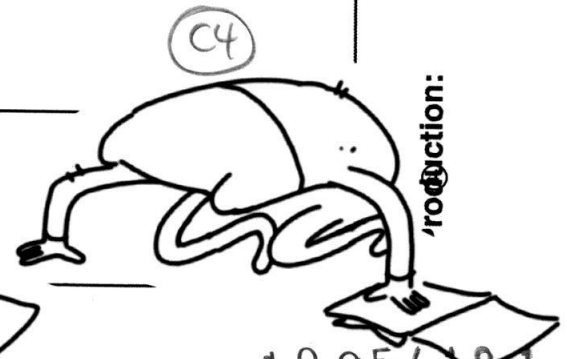
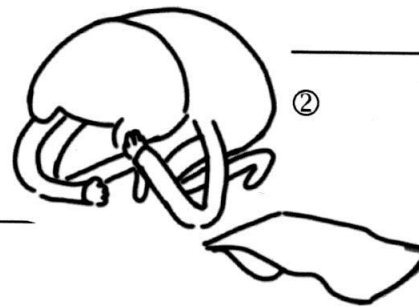
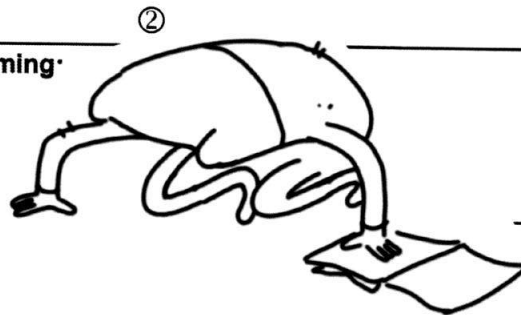
Action:

- CAM ADJUSTS DOWN WITH
FINN FALLING

WINGS PUSH OUT OF
FINN'S BACK

APR 23 2011

Timing:



Production:

1025-181

EPISODE #

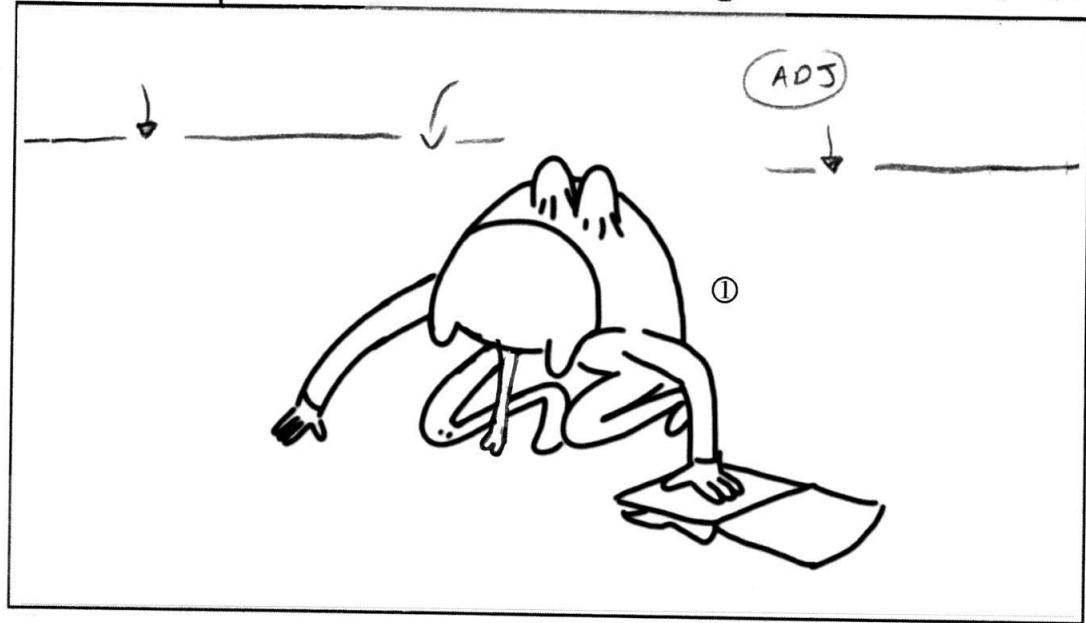
1025/181

1025/181

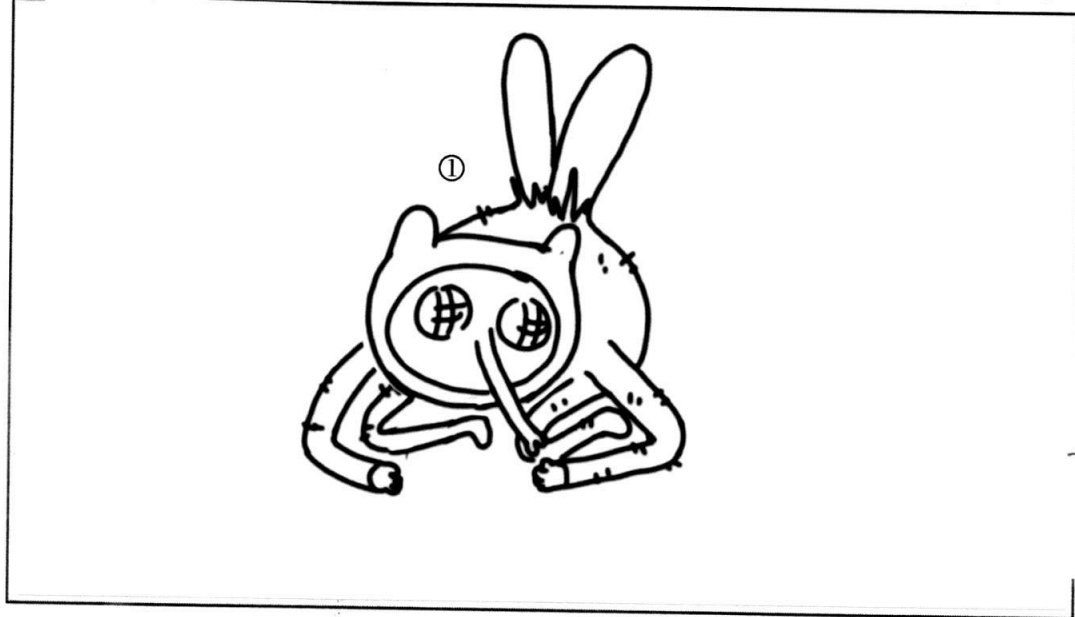
ADVENTURE TIME



Sc. 115 CONT Pnl. D Bg. day night



Sc. 116 CONT Pnl. E Bg. day night Page 202
202A NEXT



Dialog:

F/ [straining]

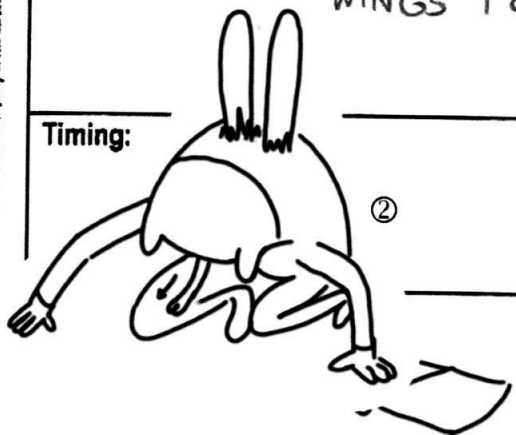
SFX: *ZZT*

Action:

- WINGS POP OUT OF FINN'S BACK

(Finn flies out of shot) -

Timing:



APR 23 2014

EPISODE #

1025-181

1025/181

1025/181

ADVENTURE TIME



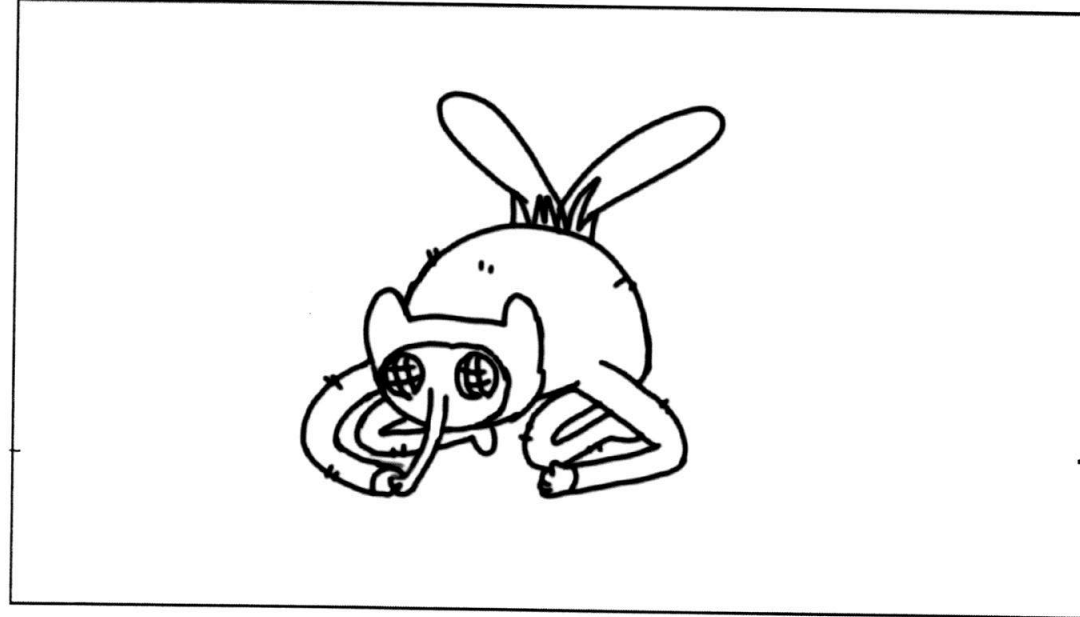
Sc.

115 *CONT* Pnl.

f

Bg.

day night

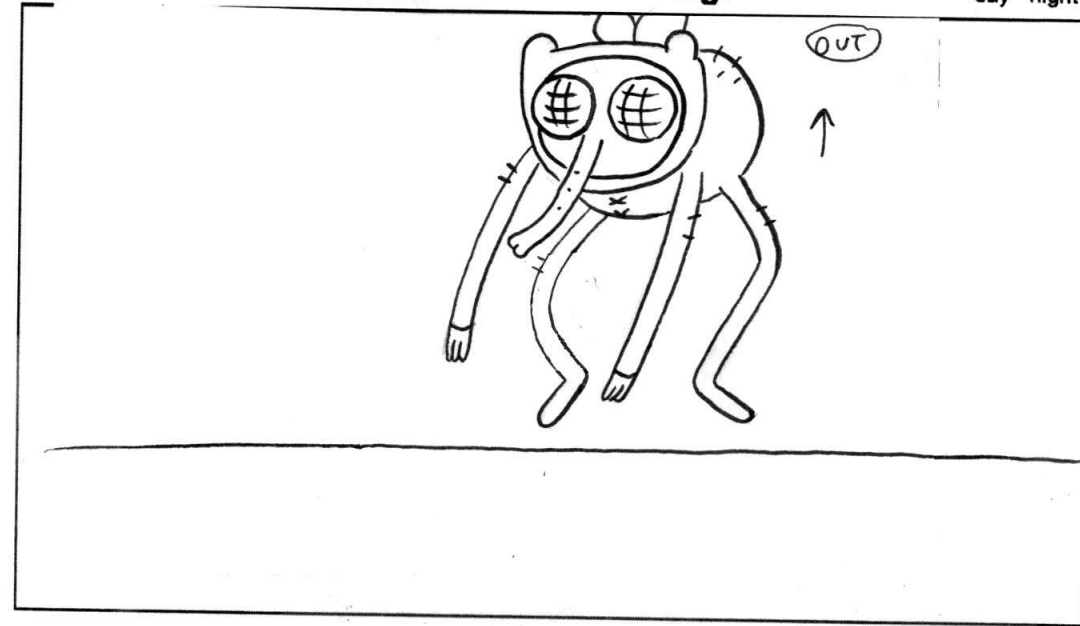


Sc.

115 *CONT* Pnl. G

Bg.

Page 202A
203 NEXT
day night



Dialog:

Action:

(FINN FLIES OUT
OF SHOT) -

Timing:

APR 23 2014

EPISODE #

1025-181

Production :

1025/181

1025/181

1025/181

ADVENTURE TIME



Page 203

Sc. 115 cont Pnl. H Bg. day night Sc. Pnl. Bg. day night

Dialog:
Action:
Timing:

APR 23 2014

EPISODE # 1025-181

Production :

ADVENTURE TIME



Sc.

116

Pnl.

A

Bg.

day night

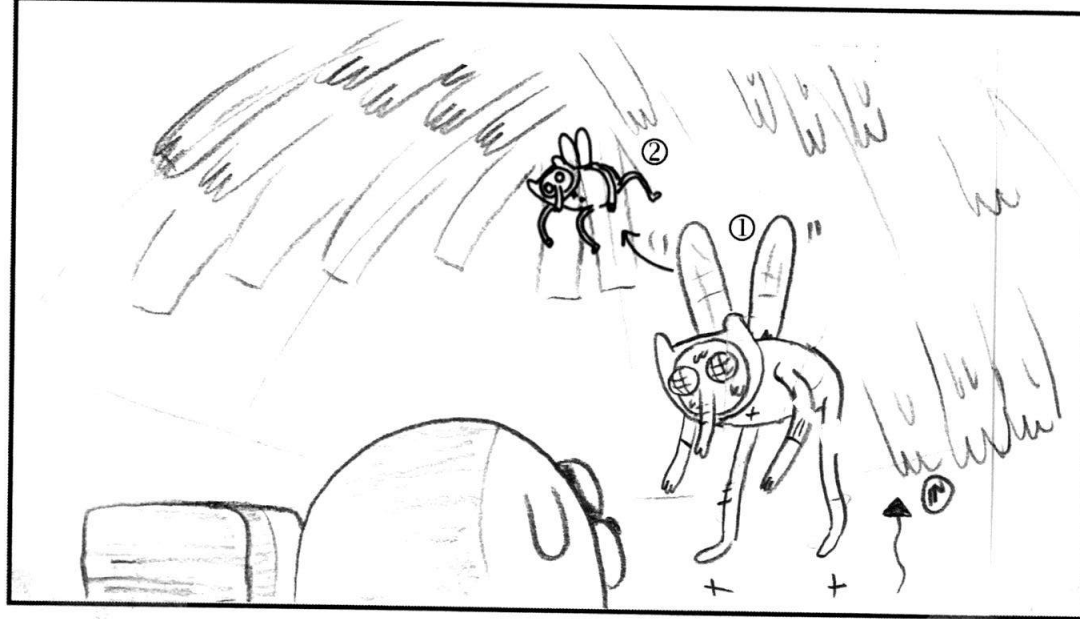
Sc.

116 *cont*
Pnl.

B

Bg.

Page *204*
day night



Dialog:

SFX: * THP *

Action:

- FINN FLIES INTO SHOT

- F GOES UP ONTO CEILING.

Timing:



APR 23 2014

EPISODE #

1025-181

1025/181

Production:

1025/181

ADVENTURE TIME



Sc.

116 *cont*
Pnl.

C

Bg.

day night

Sc.

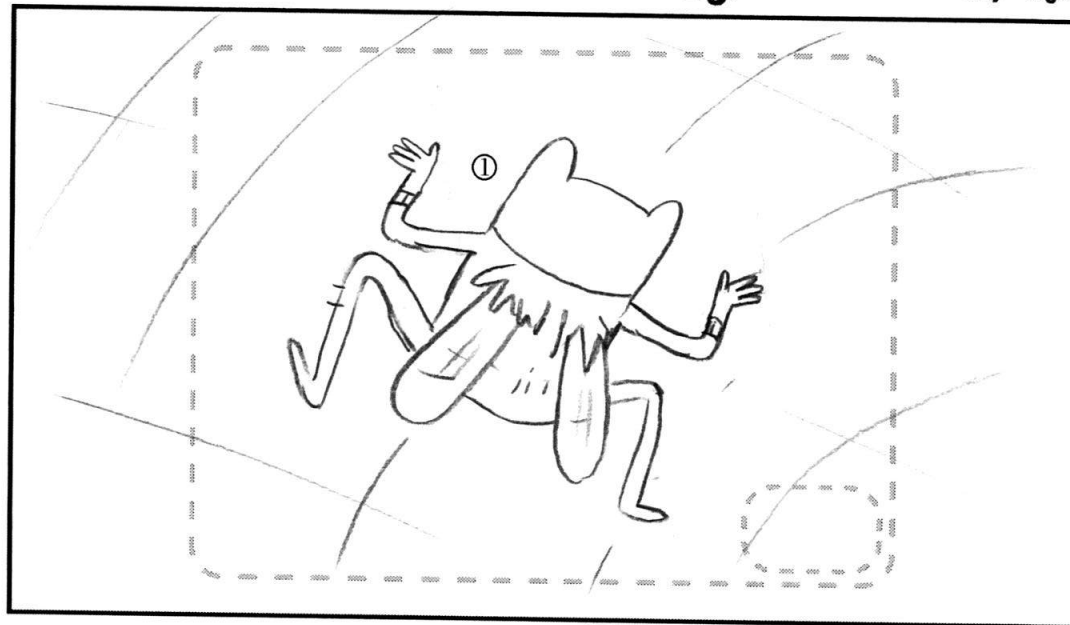
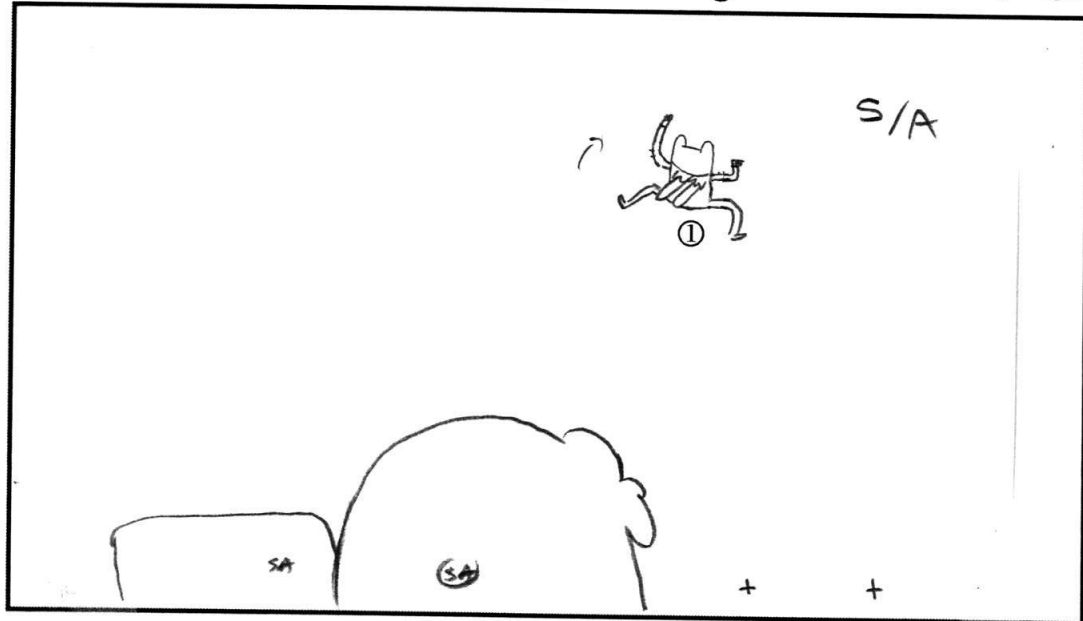
117

Pnl.

A

Bg.

Page *265*
day night

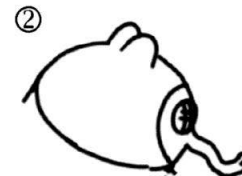


Dialog:

Action:

FINN ROTATES QUICKLY

Timing:



APR 23 2014

EPISODE #

1025-181

Production:

1025/181

1025/181

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1025/181

ADVENTURE TIME



Sc.

117 *cont* Pnl.

B

Bg.

day night

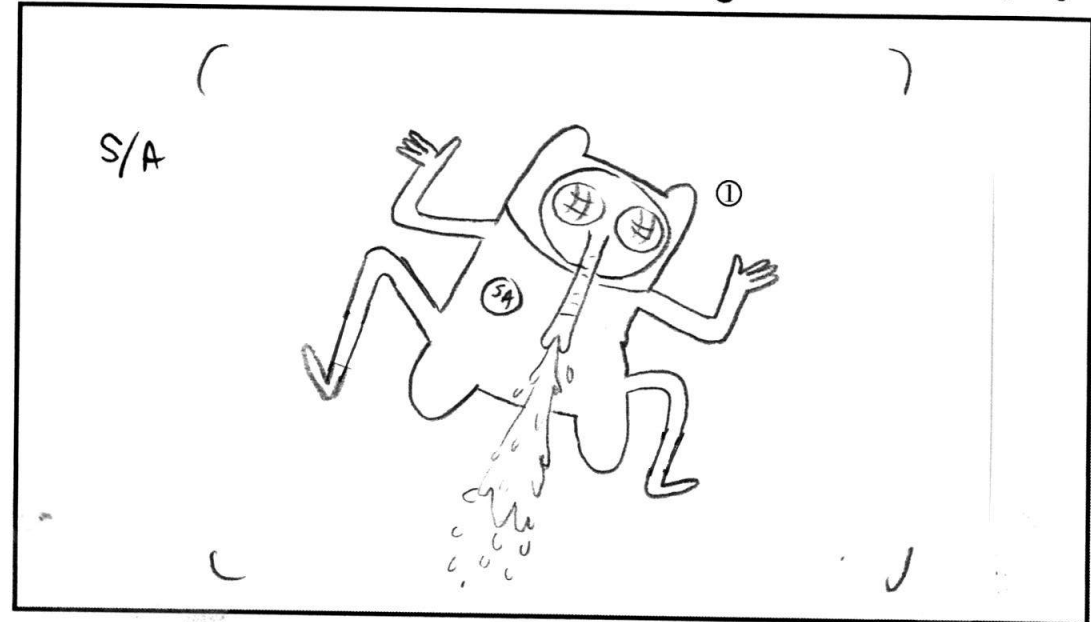
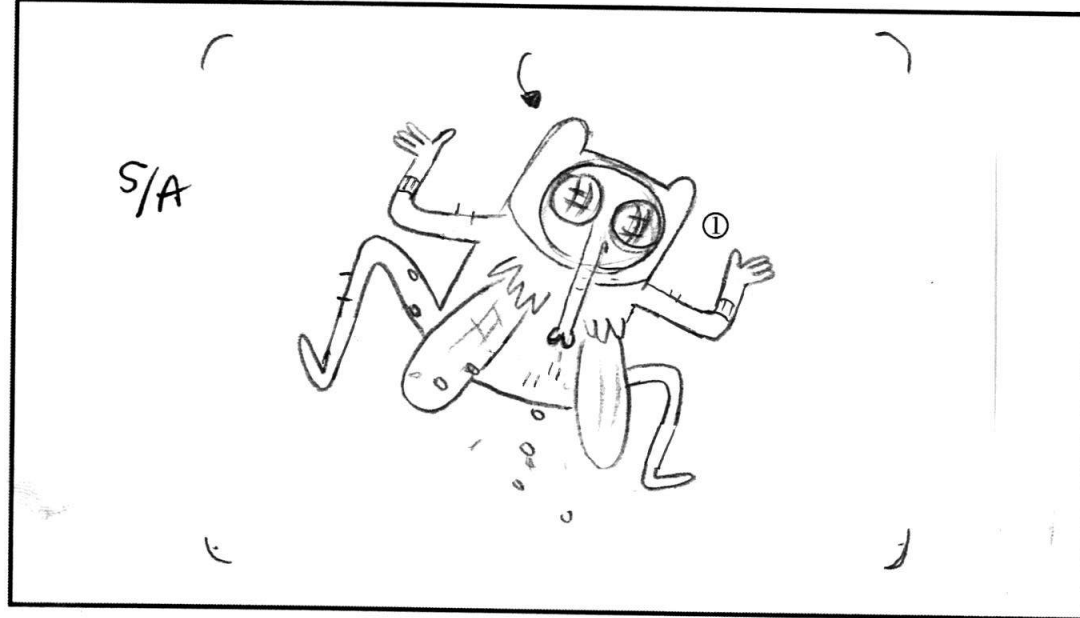
Sc.

117 *cont* Pnl.

C

Bg.

Page 206
day night



Dialog:

SFX: * SPLKK!*

Action:

- F'S HEAD ROTATES 180°

FINN sprays out
goo

APR 23 2014 ^{CU} ②

Timing:



EPISODE # 1025-181

1025/181

Production:

1025/181

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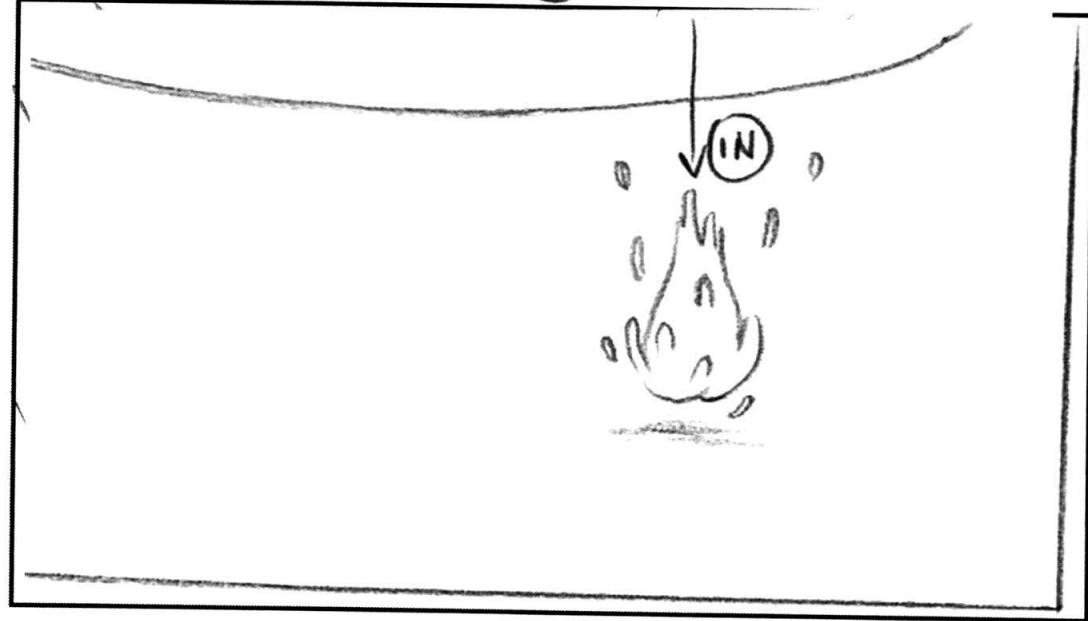
1025/181

ADVENTURE TIME



Sc. 118 Pnl. (A) Bg.

day night



Dialog:

Action:

- DROP OF SOUP FALLS IN FRAME
AND HITS GROUND.

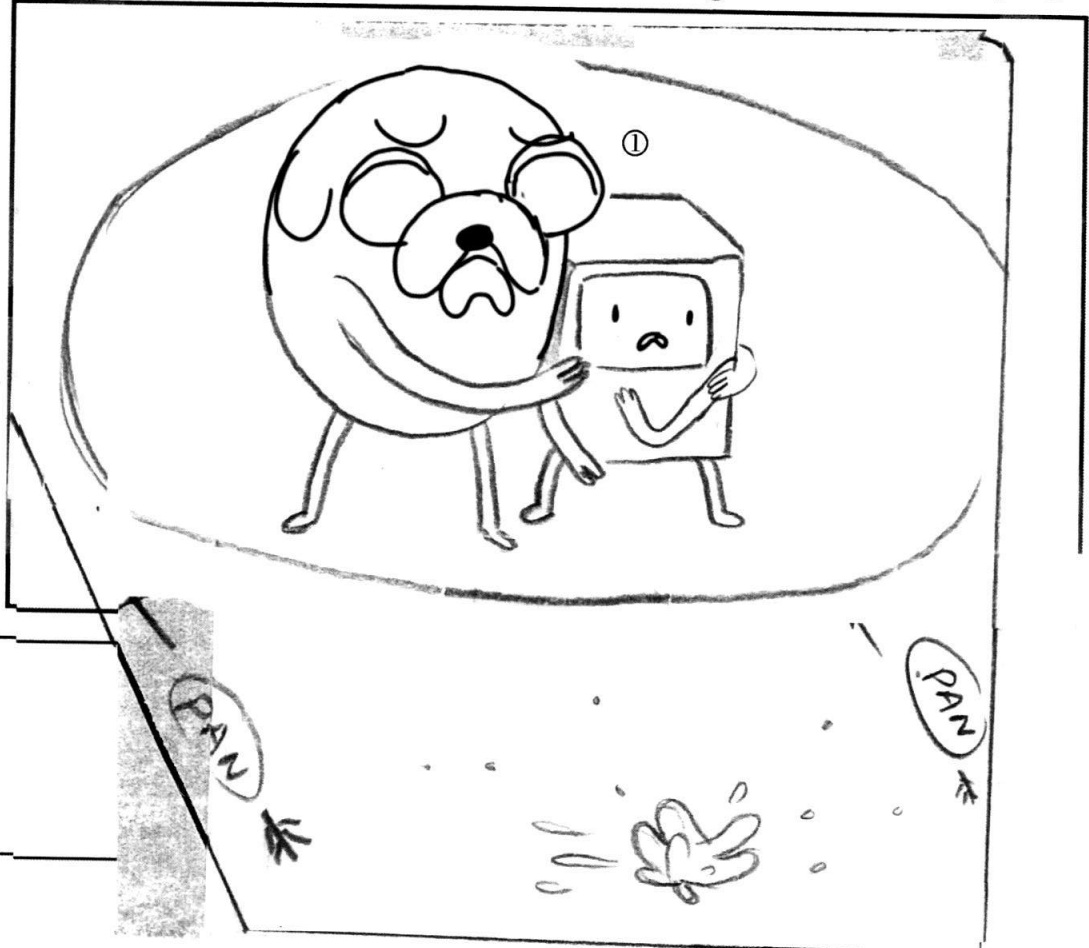
Timing:



Sc. 118 CONT Pnl. (B) Bg.

Page 207

day night



(CAM PANS UP AND PULLS OUT)
UGH! THAT'S IT!

EPISODE #

1025-181

1025/181

Production:

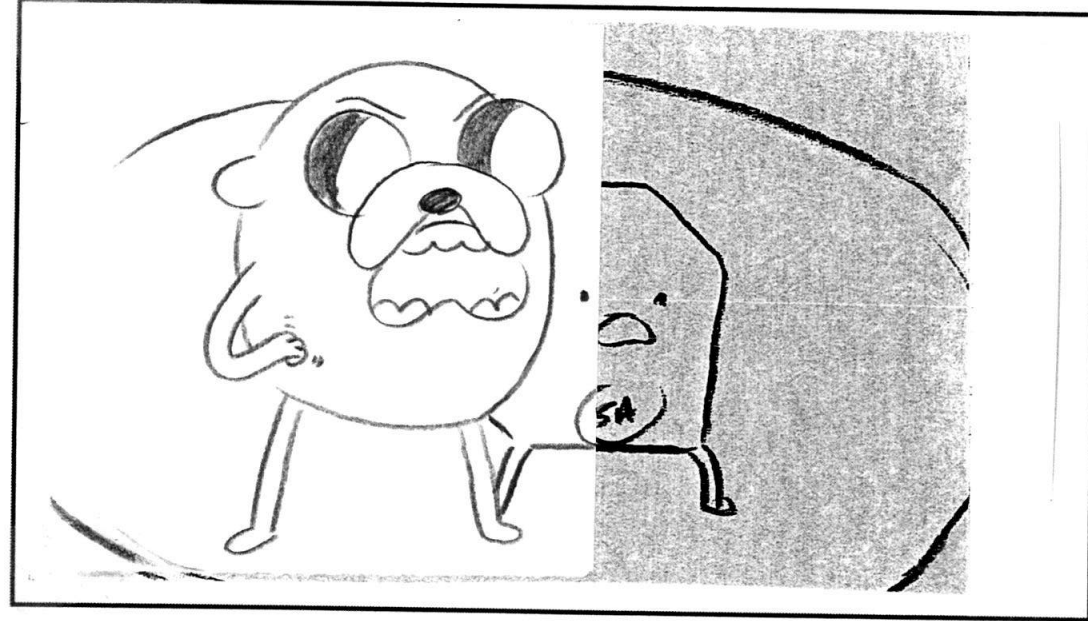
1025/181

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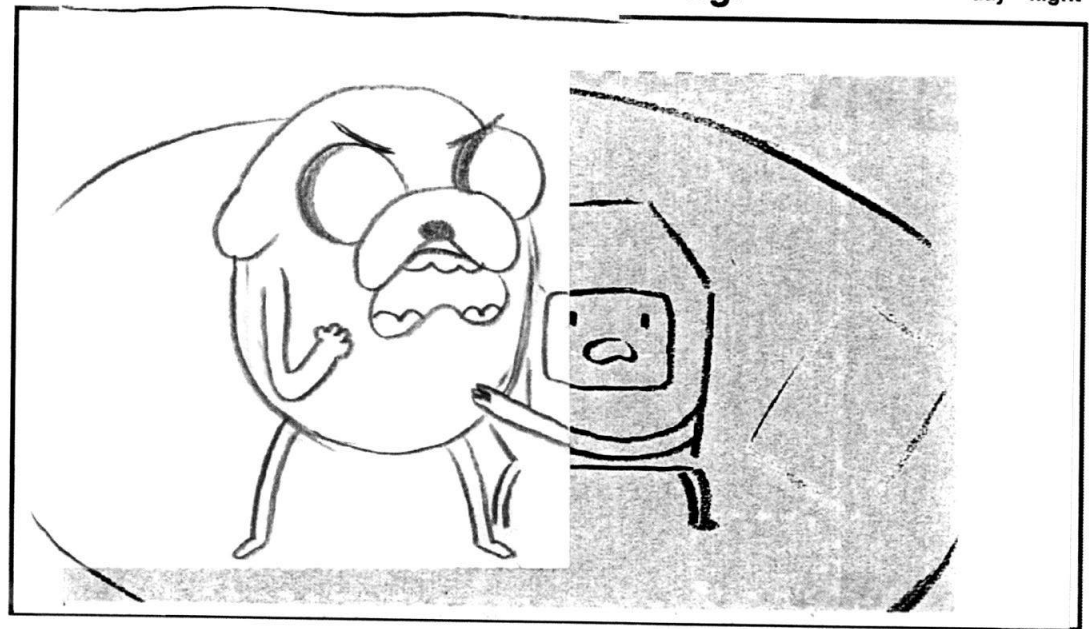
ADVENTURE TIME



Sc. 118 *cont* Pnl. C Bg. day night



Sc. 118 *cont* Pnl. D Bg. day night



Dialog:	J/ I've had it with the ghost fly!	⑤ I wish I were a ghost so I could
Action:		
Timing:	APR 23 2014	

EPISODE # 1025-181
Production:

1025/181

1025/181

1025/181

ADVENTURE TIME



Sc.

118 cont Pnl.



Bg.

day night

Sc.

118 cont Pnl.

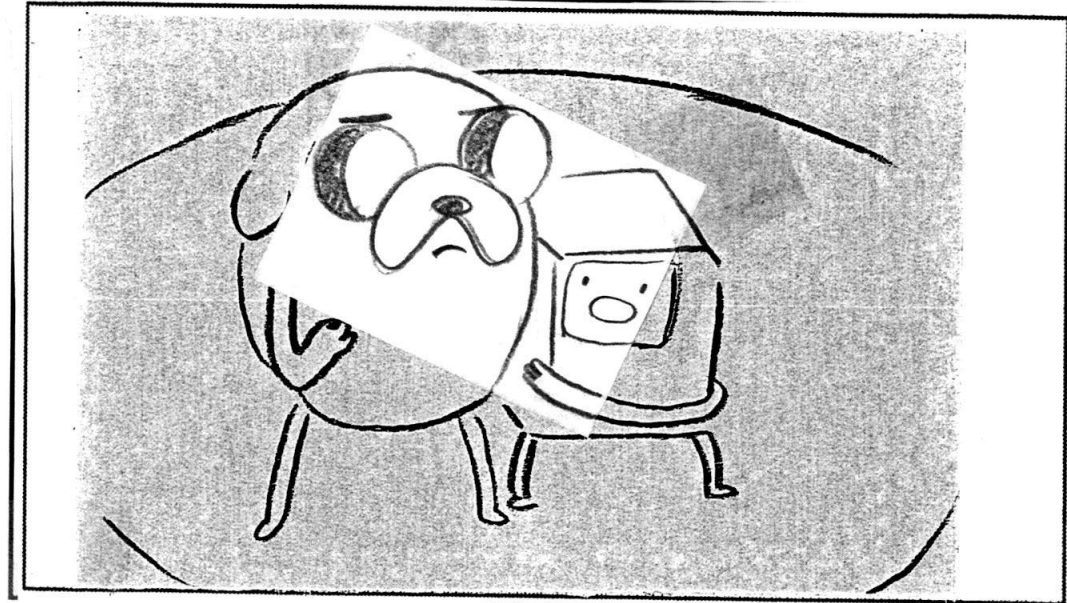
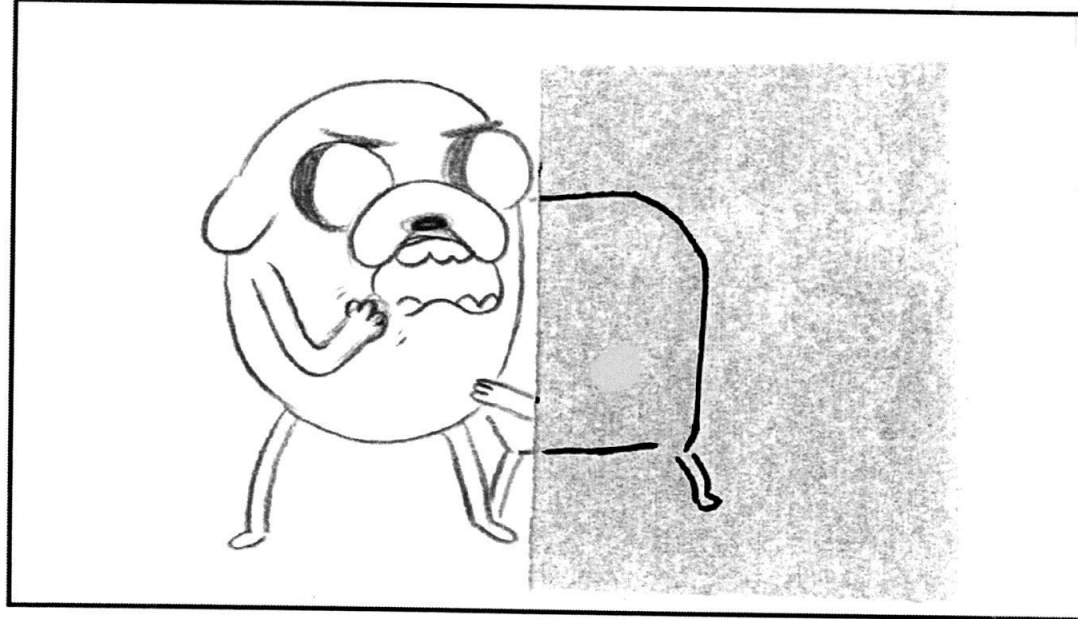


Bg.

Page

209

day night



Dialog:

⑤ punch him with my
ghost fist!

Bmo: JAKE, I have a
radical option.

Action:

J shakes fist -

Timing:

APR 23 2014

EPISODE #

1025-181

1025/181

Production:

1025/181

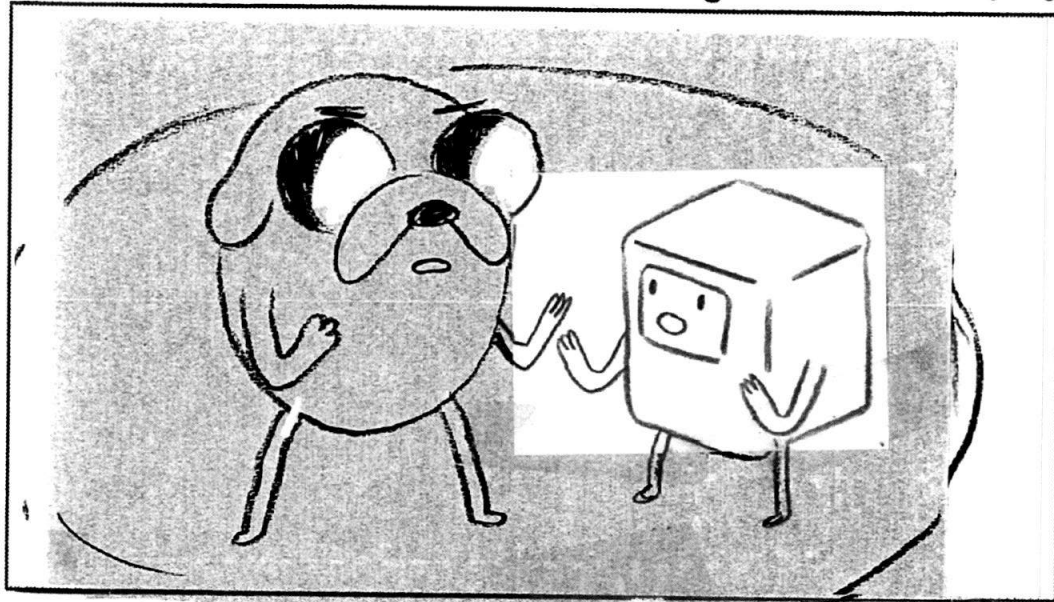
1025/181

ADVENTURE TIME



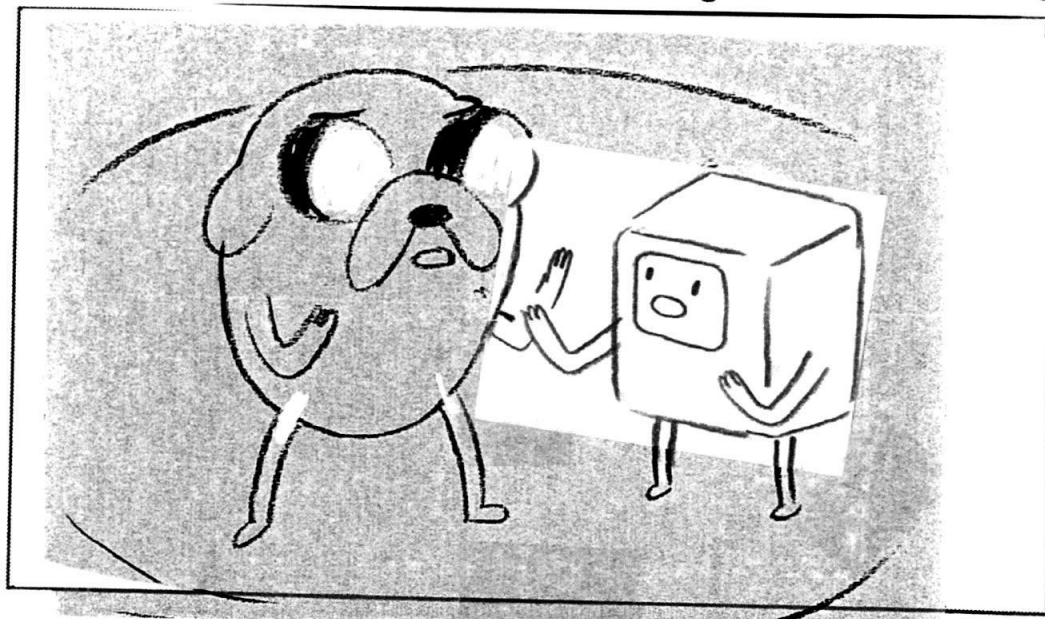
Sc. 118 cont Pnl. 6 Bg.

day night Sc.



Sc. 118 cont Pnl. 11 Bg.

Page 210 day night



Dialog:

BMO: I'VE BEEN STUDYING
A KARATE MOVE THAT
COULD --

BMO: TEMPORARILY STOP
YOUR HEART --

Action:

Timing:

APR 23 2014

EPISODE #

1025-181

Production:

1025/181

1025/181

ADVENTURE TIME



Sc.

118 CONT F

Bg.

day night

Sc.

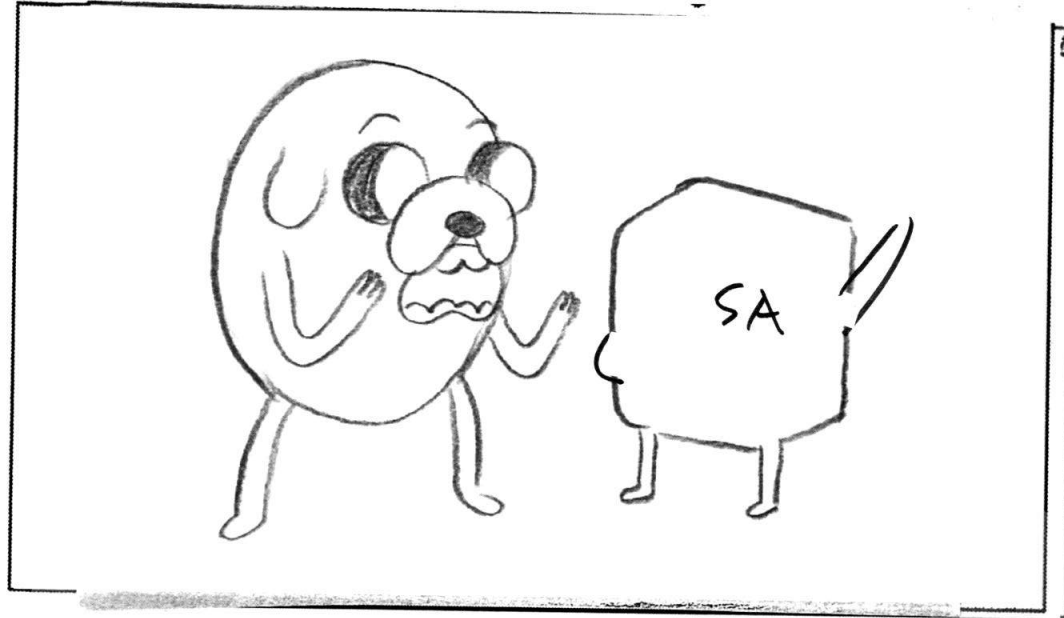
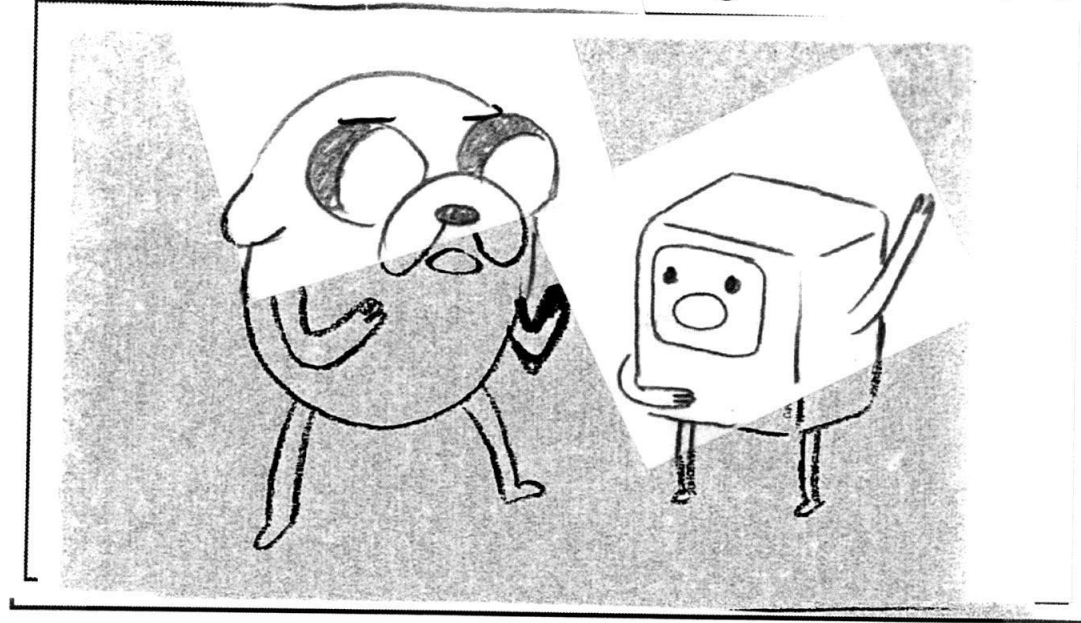
118 CONT Pnl. J

Bg.

Page

211

day night



Dialog:

BMO/ long enough for you to fight
the ghost on his own plan
of existence.

Action:

Timing:

(J) what?

APR 23 2014

EPISODE #

1025-181

Production:

1025/181

1025/181

ADVENTURE TIME



Sc. 119

Pnl. A

Bg.

day night

Sc. 119

CONT

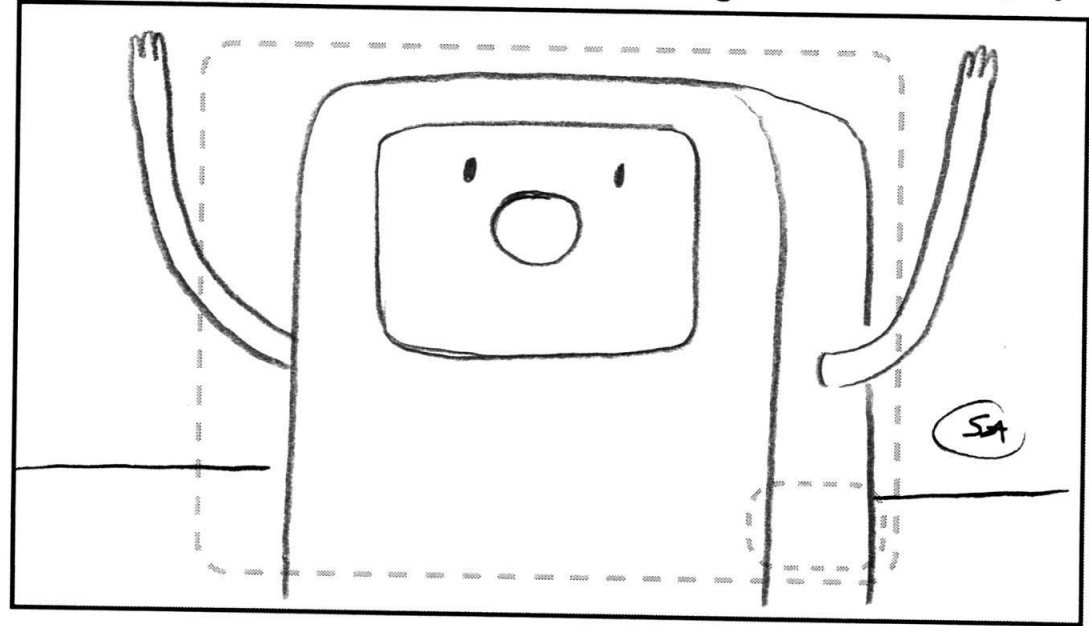
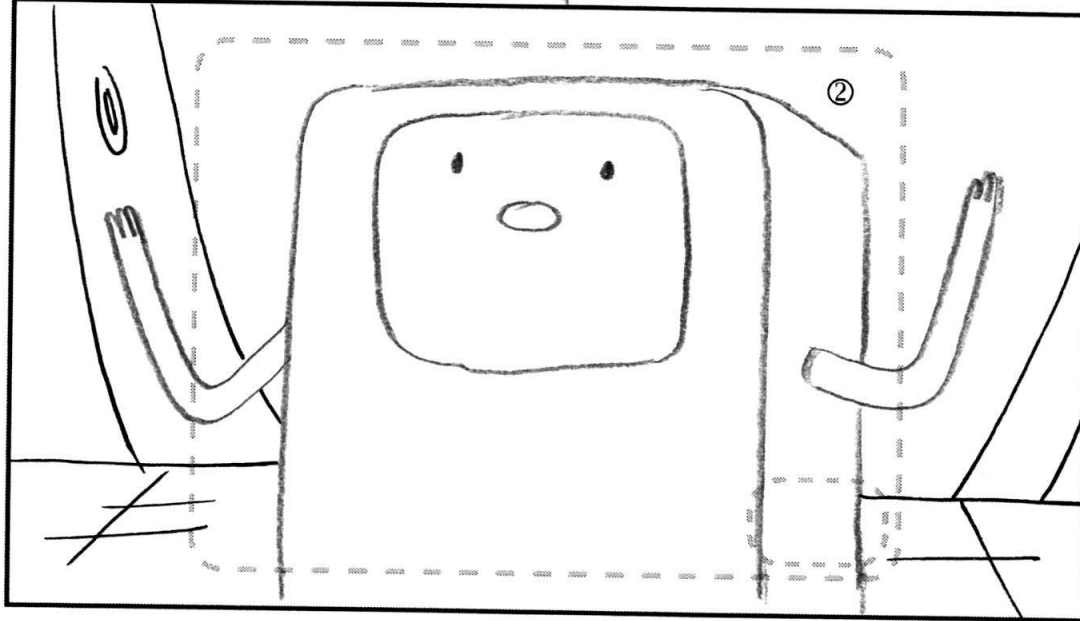
Pnl.

B

Bg.

Page 212

day night

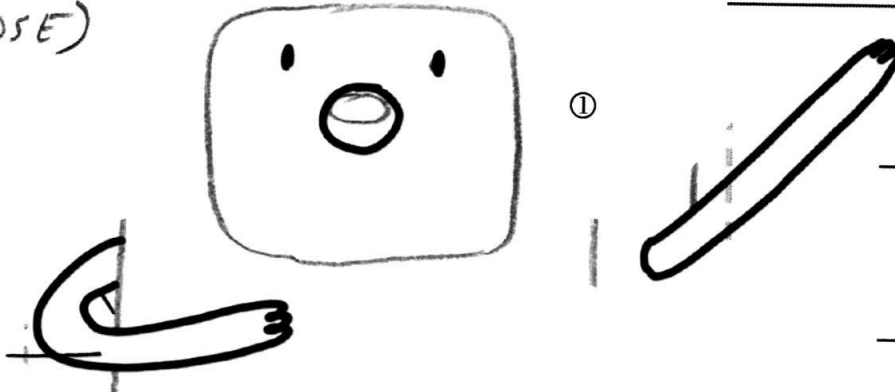


Dialog:

Action:

(START POSE)

Timing:



BMO: IT'S OKAY!

APR 23 2014

EPISODE #

1025-181

Production:

1025/181

1025/181

1025/181

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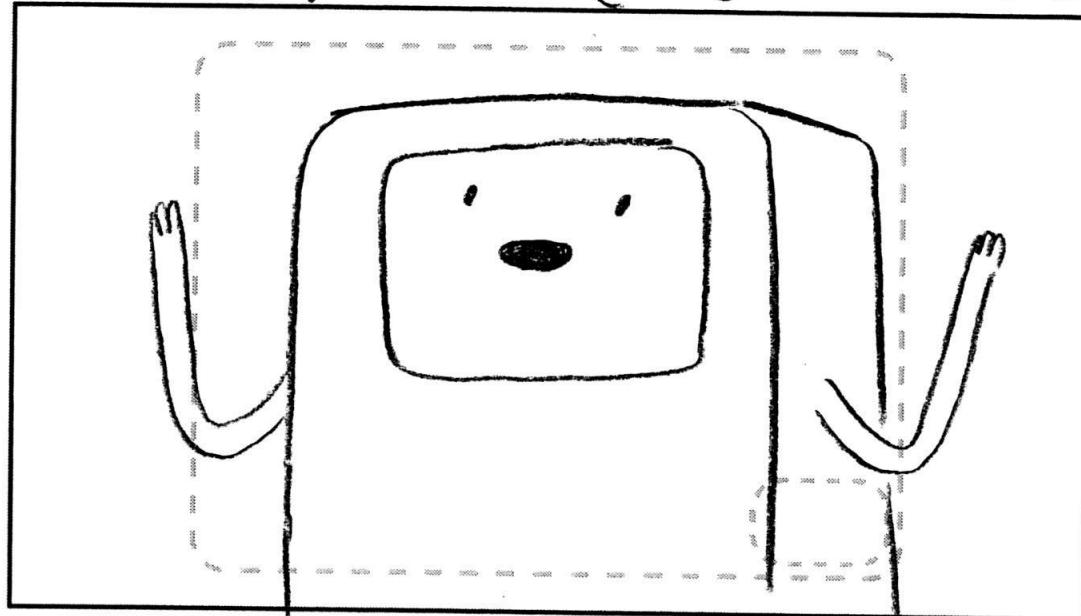
ADVENTURE TIME



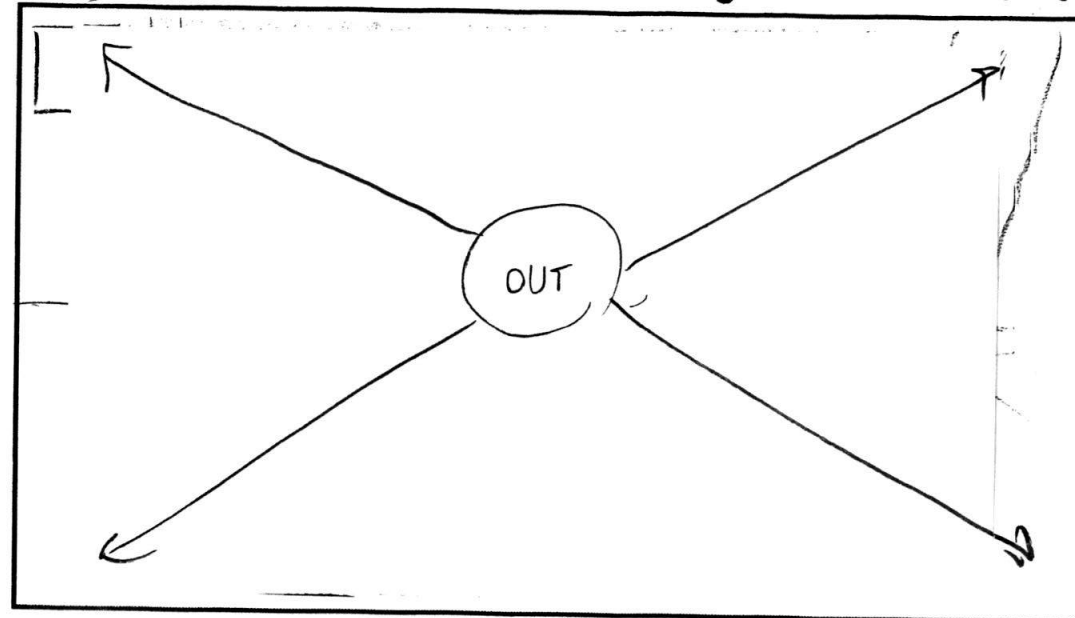
NO SC
120

Page 213

Sc. 119 *CONT* Pnl. C Bg. day night



Sc. Pnl. Bg. day night



Dialog:

BMO: I LEARNED IT
OUT OF A MAGAZINE.

Action:

Timing:

APR 23 2014

Production:

EPISODE #

1025-181

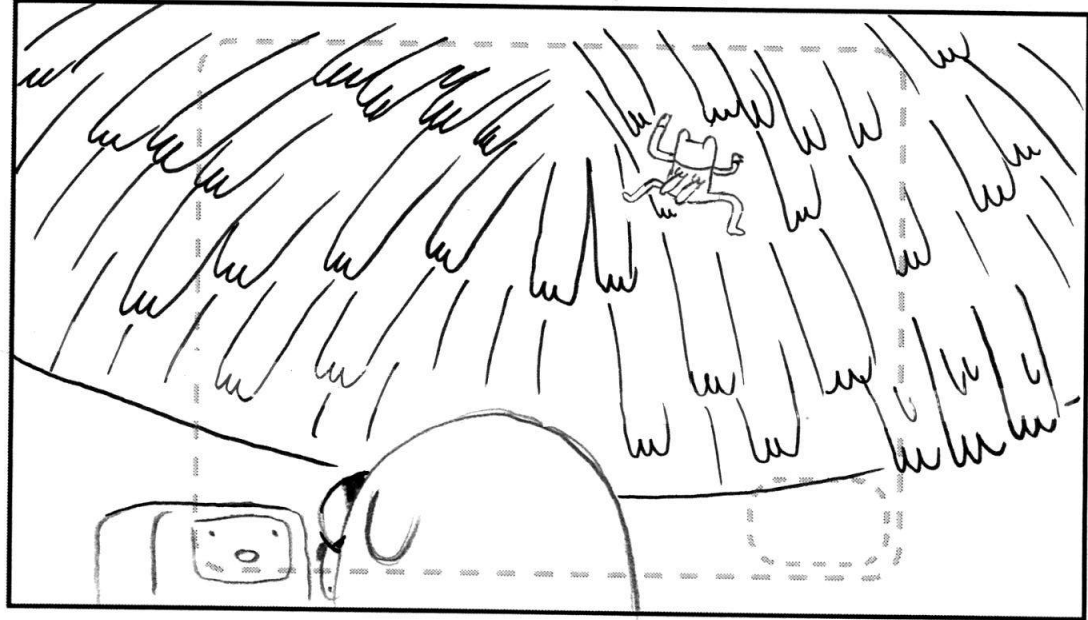
1025/181

1025/181

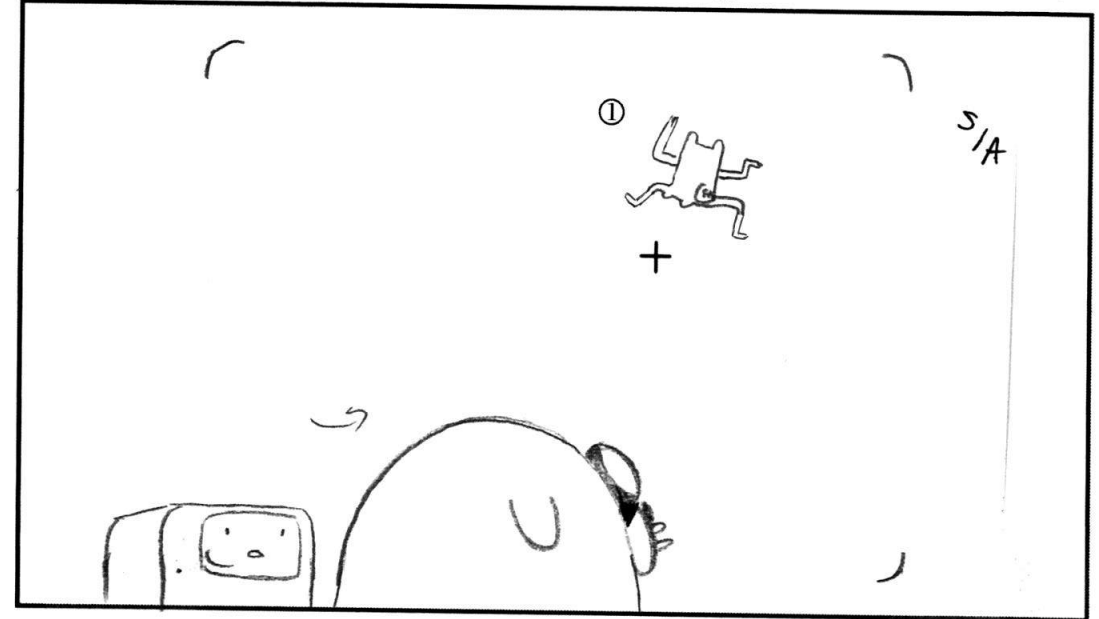
ADVENTURE TIME



Sc. 121 Pnl. A Bg. day night



Sc. 121 CONT Pnl. B Bg. day night



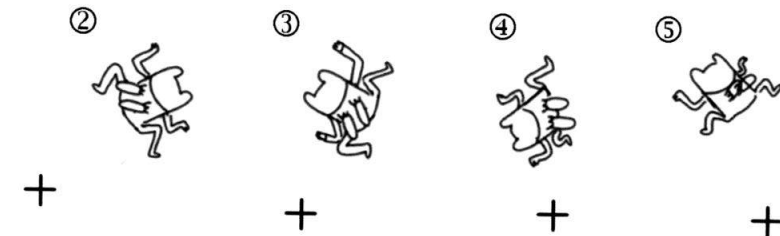
Dialog:

⑤ FINN...

Action:

- J. TURNS TOWARDS FINN.

Timing:



APR 23 2014

1025-181

EPISODE #

1025/181

Production:

1025/181

ADVENTURE TIME



Sc.

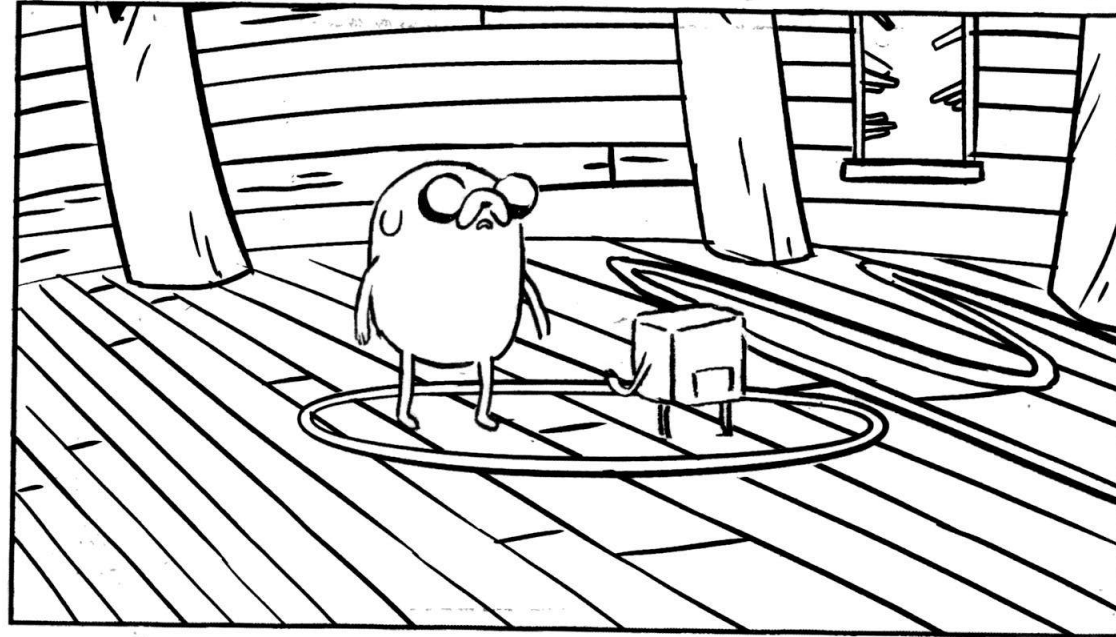
122

Pnl.

A

Bg.

day night



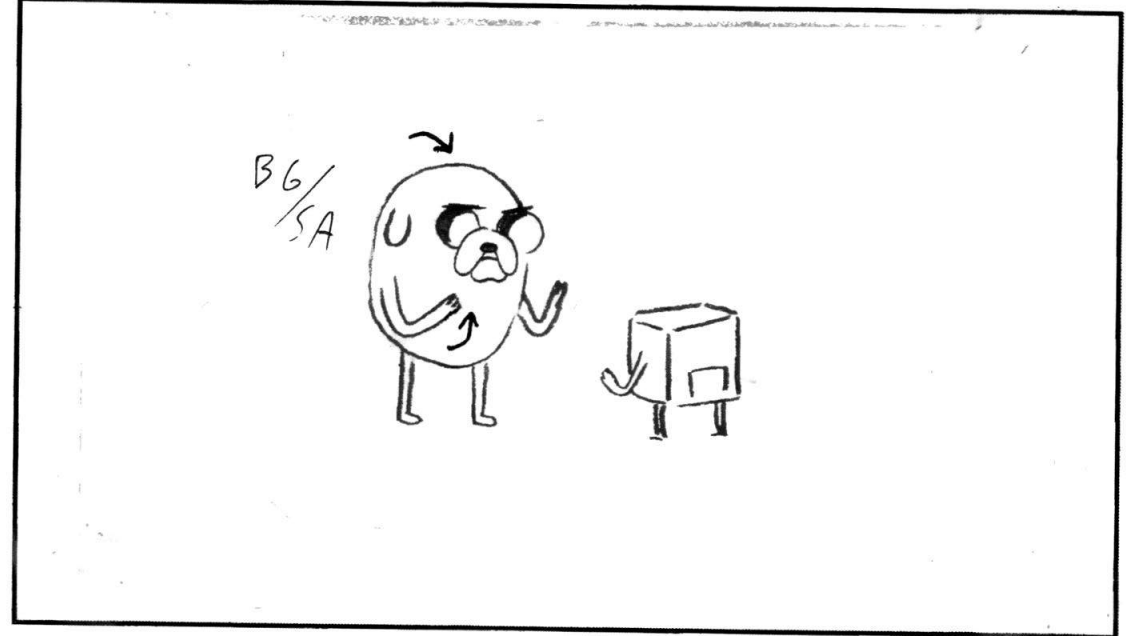
Sc.

122

CONT

Pnl. B

Bg.



Page

215

215A NEXT

day night

Dialog:

⑤ : ALRIGHT

Action:

APR 23 2014

Timing:

EPISODE #

1025-181

1025/181

Production:

1025/181

1025/181

1025/181

ADVENTURE TIME



Sc.

122 *cont*

Pnl.

C

Bg.

day night

Sc.

122A

Pnl.

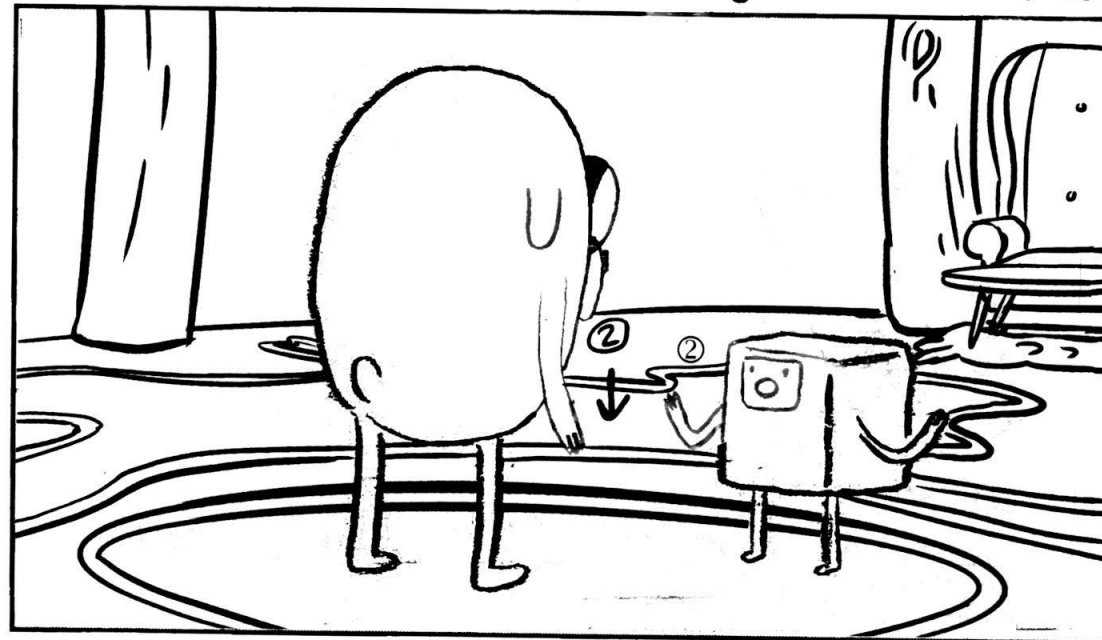
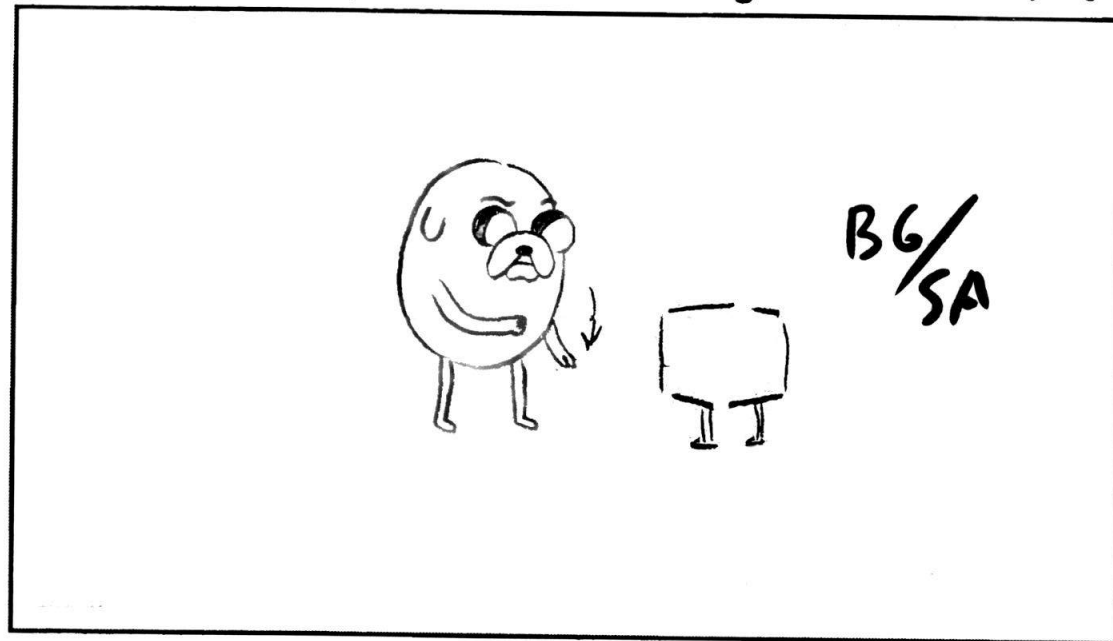
A

Bg.

Page

215A

216 NEXT
day night



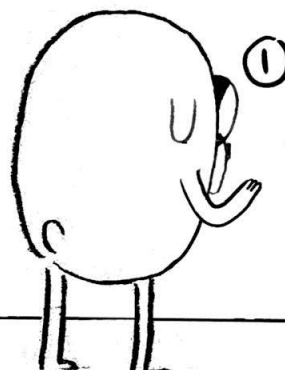
Dialog:

J: But first you gotta
give me some unfinished
business so I can come back as a ghost.

BMO: TELL ME A
JOKE

Action:

Timing:



APR 23 2014

1025/181

EPISODE #

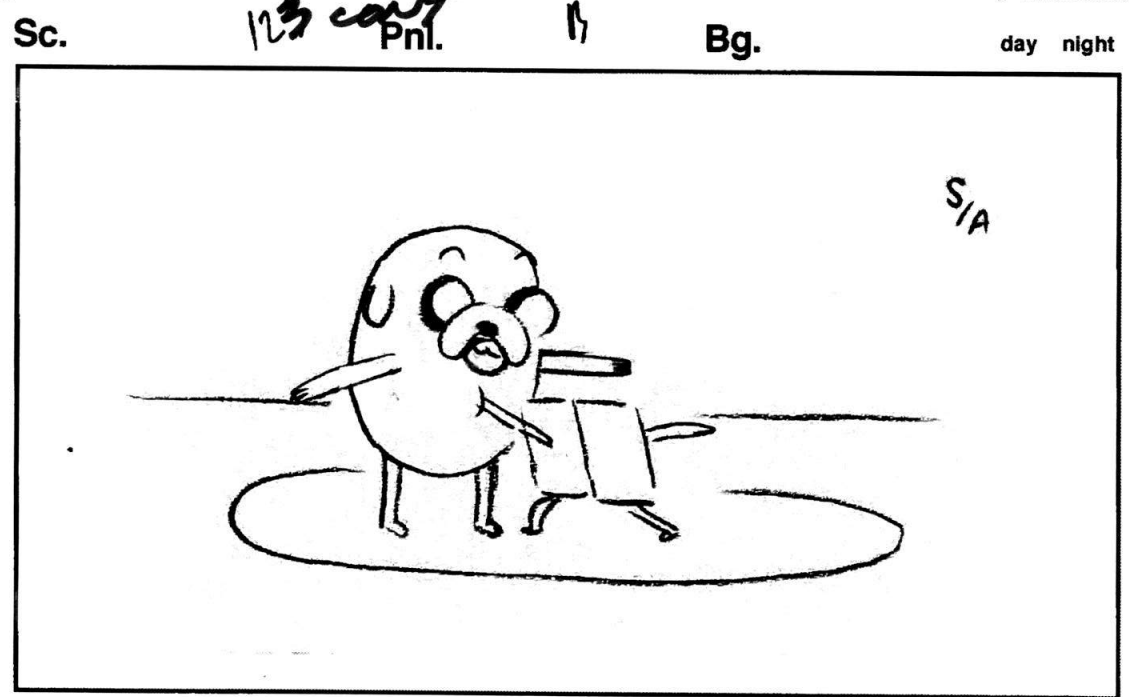
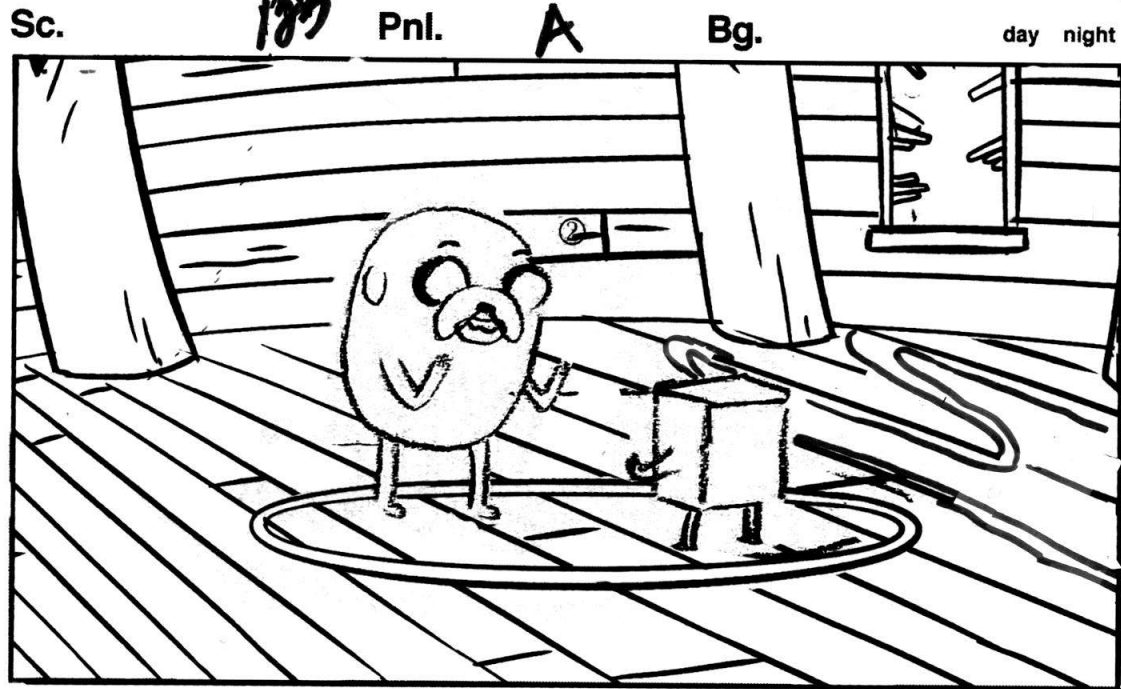
1025/181 1025-181

Production:

ADVENTURE TIME



Page 216



Dialog:	(5) okay, what do you call a bear that only attacks guys named paul?	BMO: KEE-YAI!
Action:		- BMO STRIKES JAKE
Timing:		APR 23 2014

EPISODE # 1025/181 1025-181

Production:

1025/181

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ADVENTURE TIME



Sc. 124 Pnl. A Bg. day night



Sc. 124 cont Pnl. B Bg. day night Page 217



Dialog:	(5) CHOKING SOUNDS	(5): HNNNNG !
Action:		GRABS his heart
Timing:	APR 23 2014	

EPISODE #

Production:

1025/181 1025-181

1025/181

1025/181

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ADVENTURE TIME



Sc.

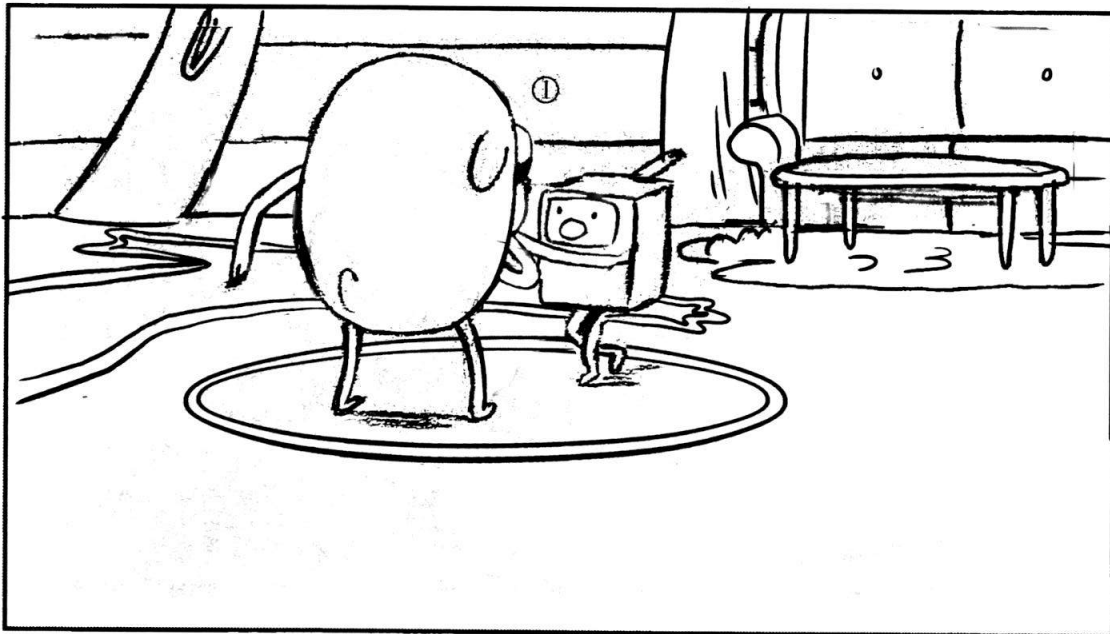
125

Pnl.

A

Bg.

day night



Sc.

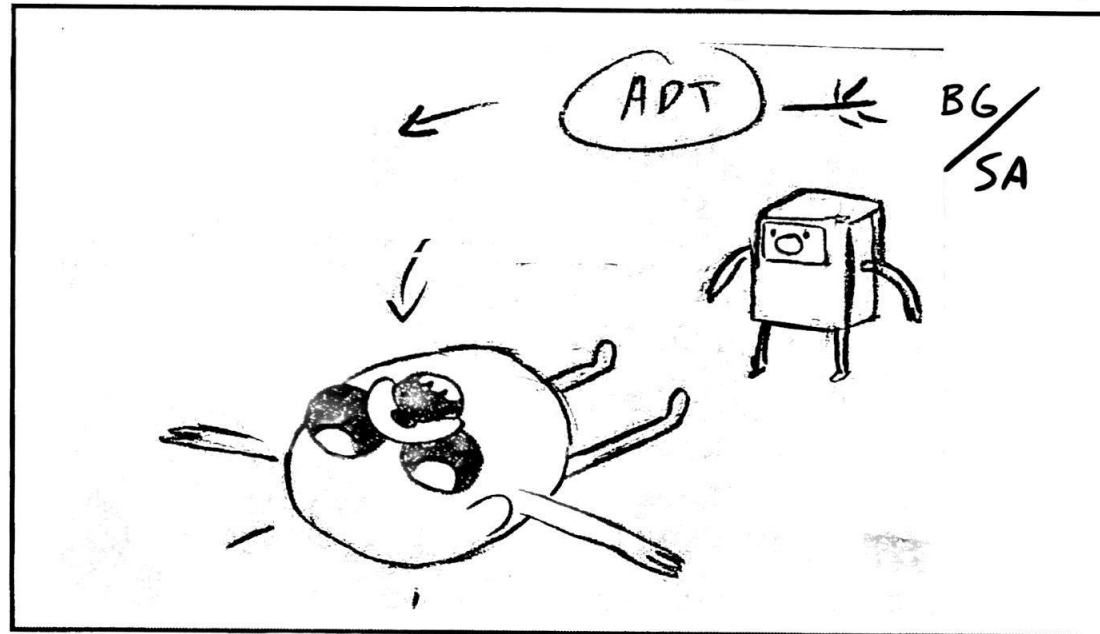
125 cont

Pnl.

B

Bg.

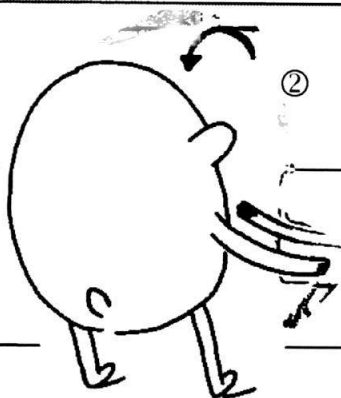
day night



Dialog:

Action:

Timing:



- J. FLOPS OVER.

- ADJ. W/ ACTION

APR 23 2014

Page 218

EPISODE #

1025/181 1025-181

Production:

1025/181

ADVENTURE TIME



Sc.

125 cont Pnl.

C

Bg.

day night

Sc.

126

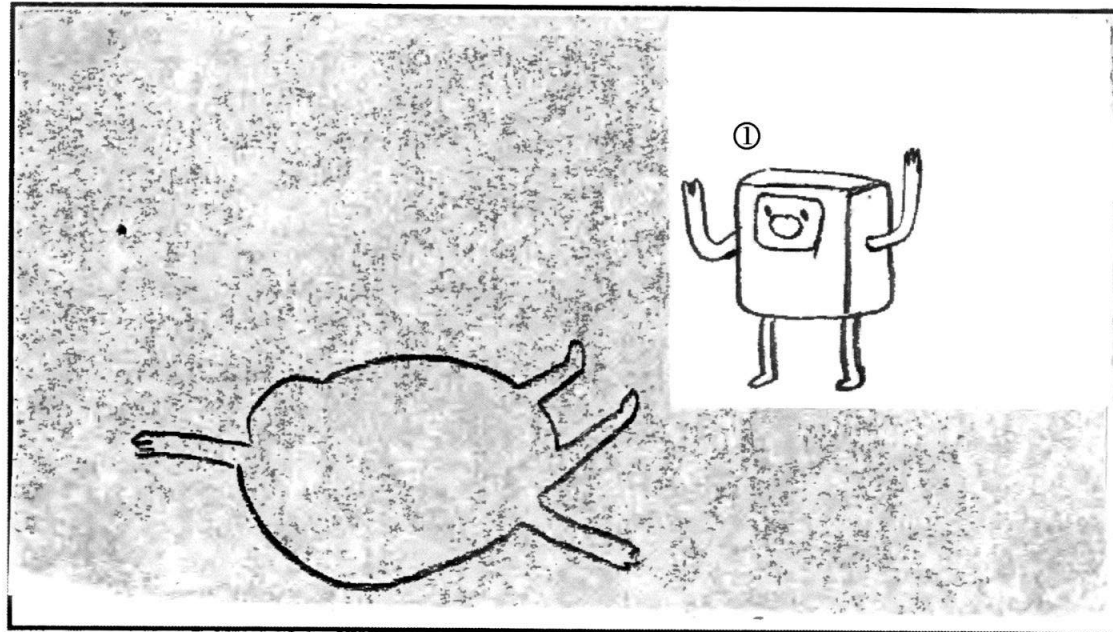
Pnl.

A

Bg.

Page 219

219A NEXT day night

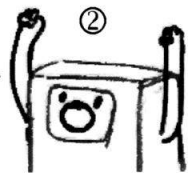


Dialog:

I killed JAKE!
BMO: YAY BMO!

Action:

Timing:



APR 23 2014

Production:

EPISODE #

1025/181 1025-181

1025/181

ADVENTURE TIME



Page 219A

Sc. 126 *cont*

Pnl. B

Bg.

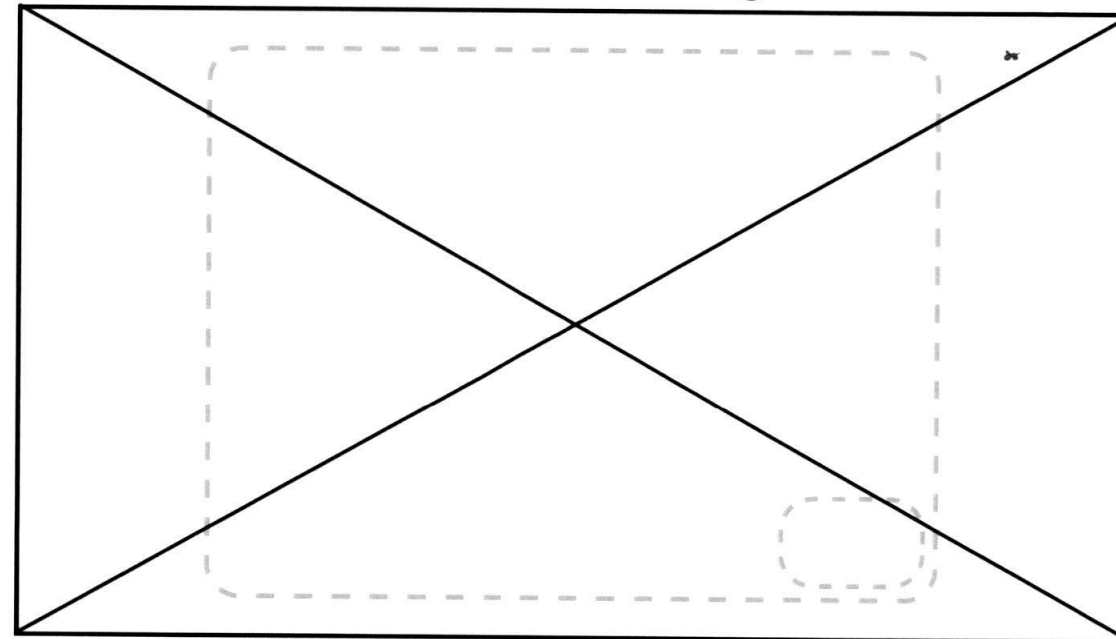
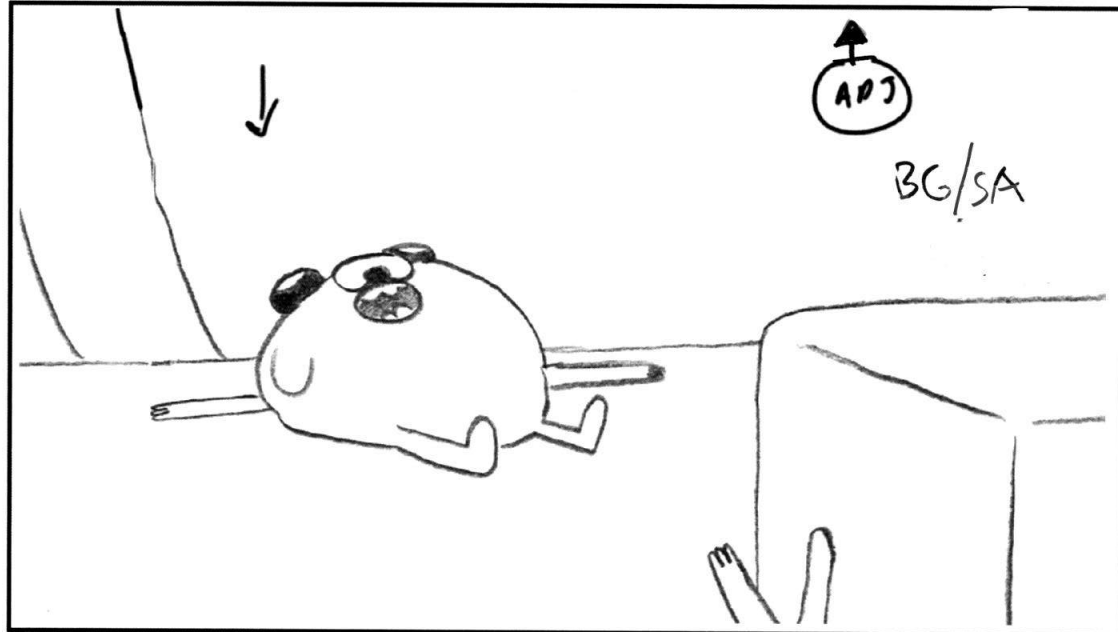
day night

Sc.

Pnl.

Bg.

220 NEXT
day night



Dialog:

Action:

Timing:

APR 23 2014

EPISODE # 1025-181

Production:

1025/181

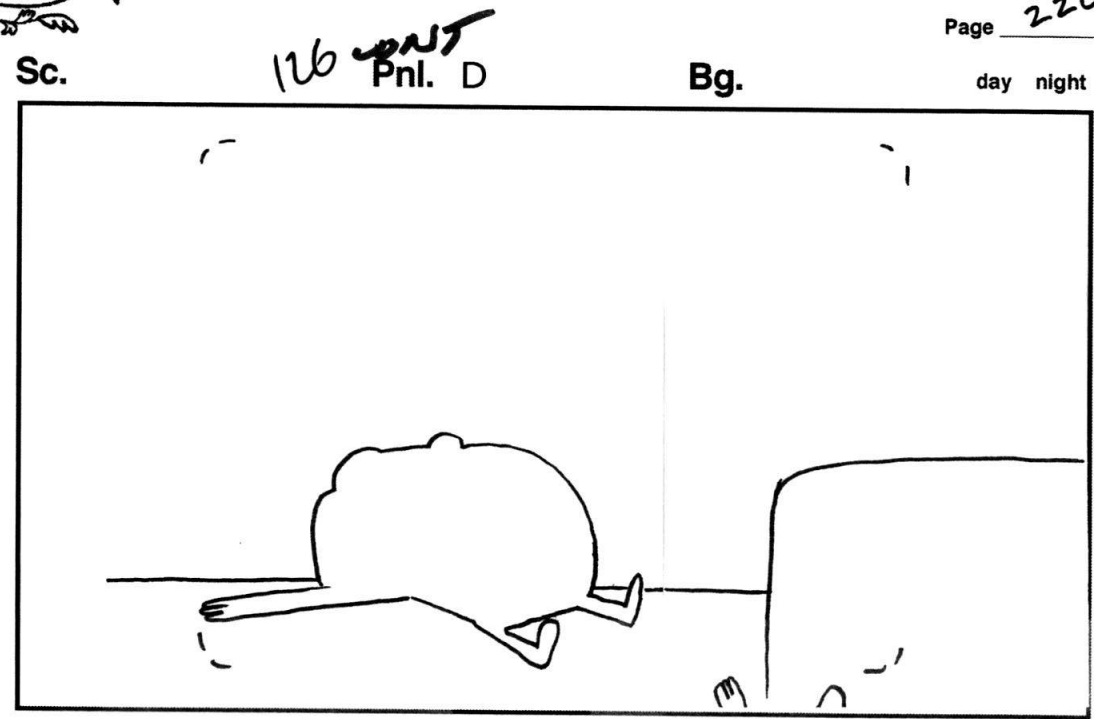
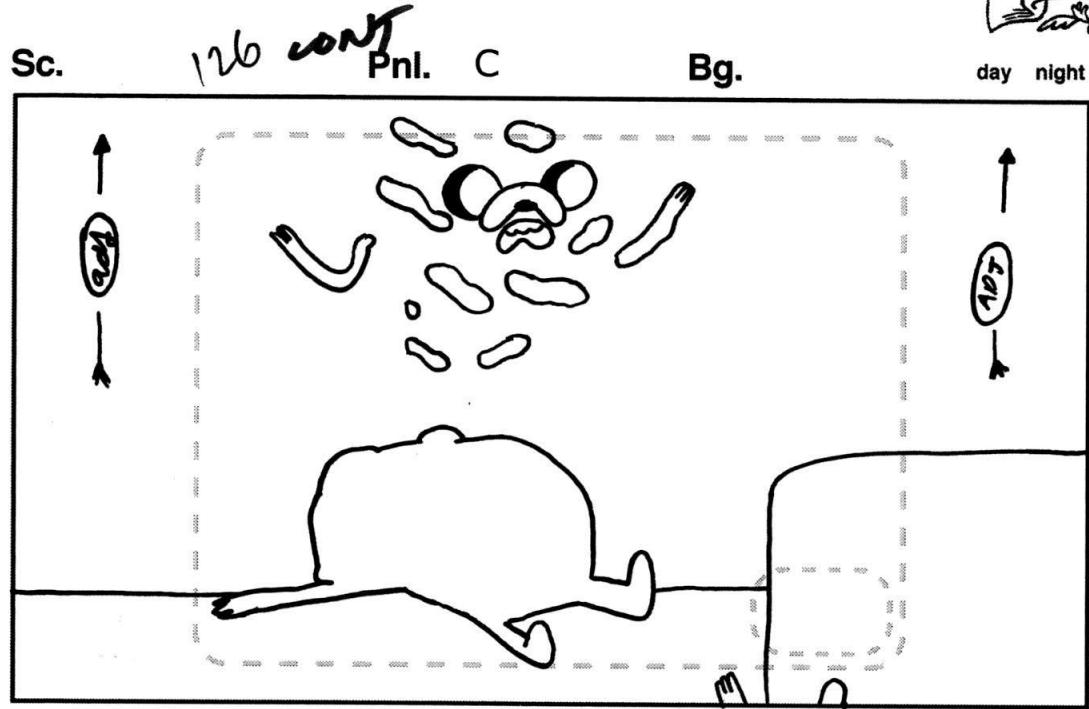
1025/181

1025/181

1025/181

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ADVENTURE TIME



Dialog:

⑤ (voice cutting in and out)
" whoa BMO you killed me whoa wow/wow!"

Action:

ⓑ ↖ JAKE FADES OFF AND ON ↗ Ⓒ

APR 23 2014

Timing:

- ADJ. UP.

EPISODE #

Production:

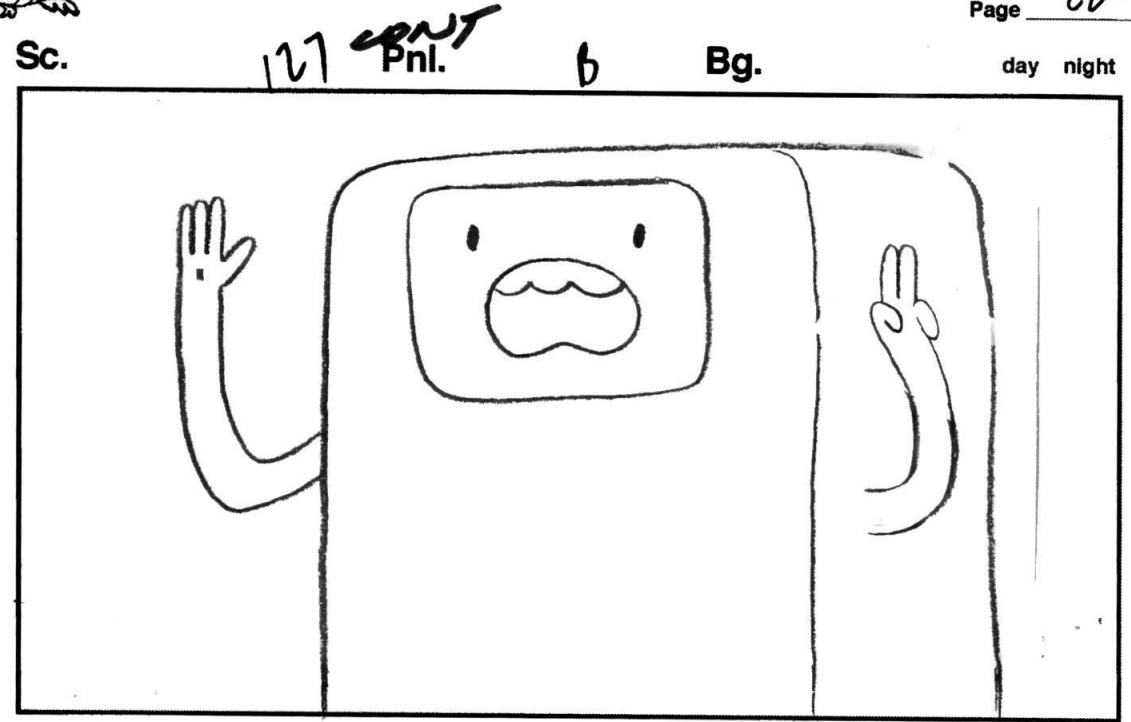
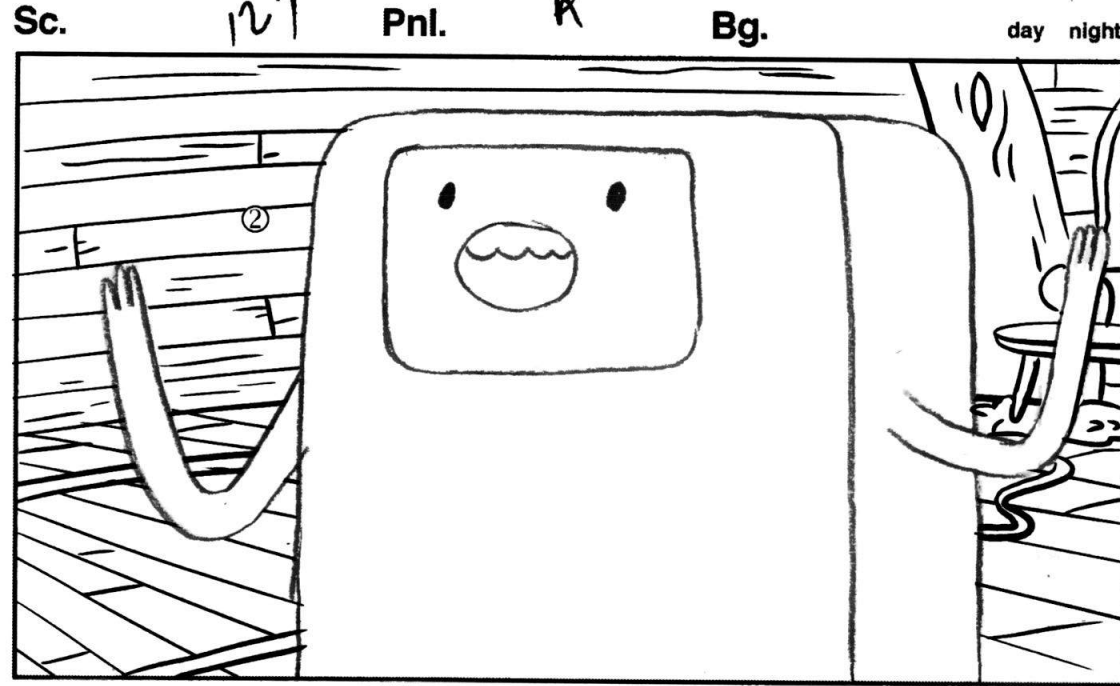
1025/181 1025-181

1025/181

ADVENTURE TIME



Page 221



Dialog:

BMO: JAKE! I CAN'T
HEAR YOU!

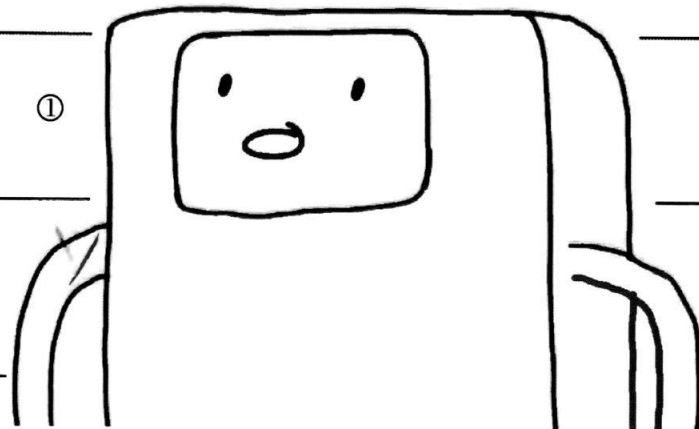
Action:

①

Timing:

BMO: I'll start your
heart up in 5
minutes! OK?

APR 23 2014



EPISODE #

1025/181 1025-181

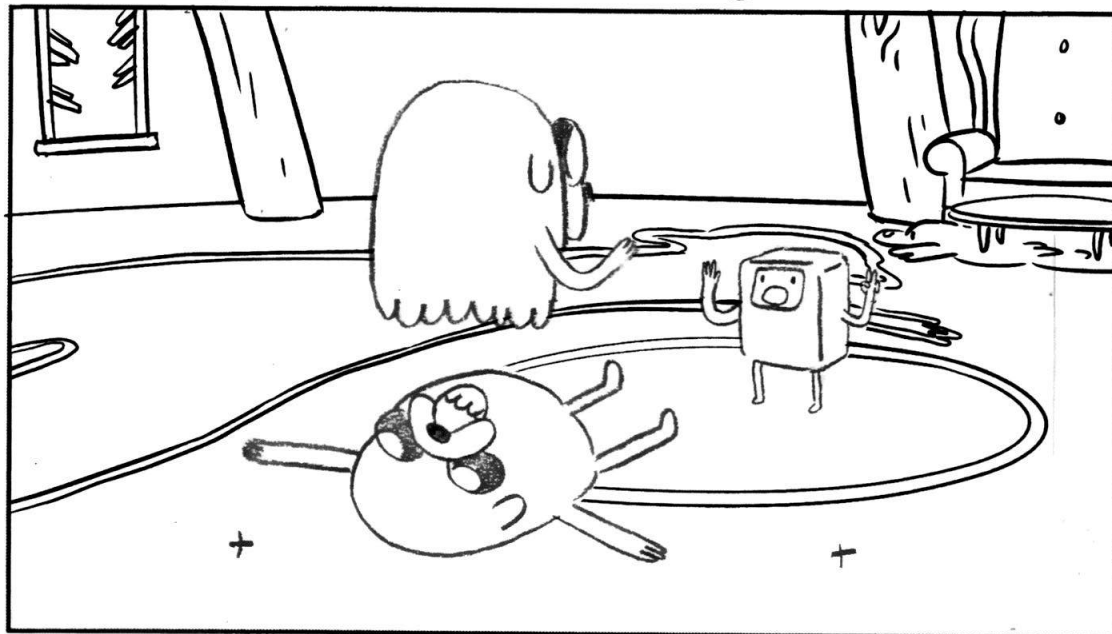
Production:

1025/181

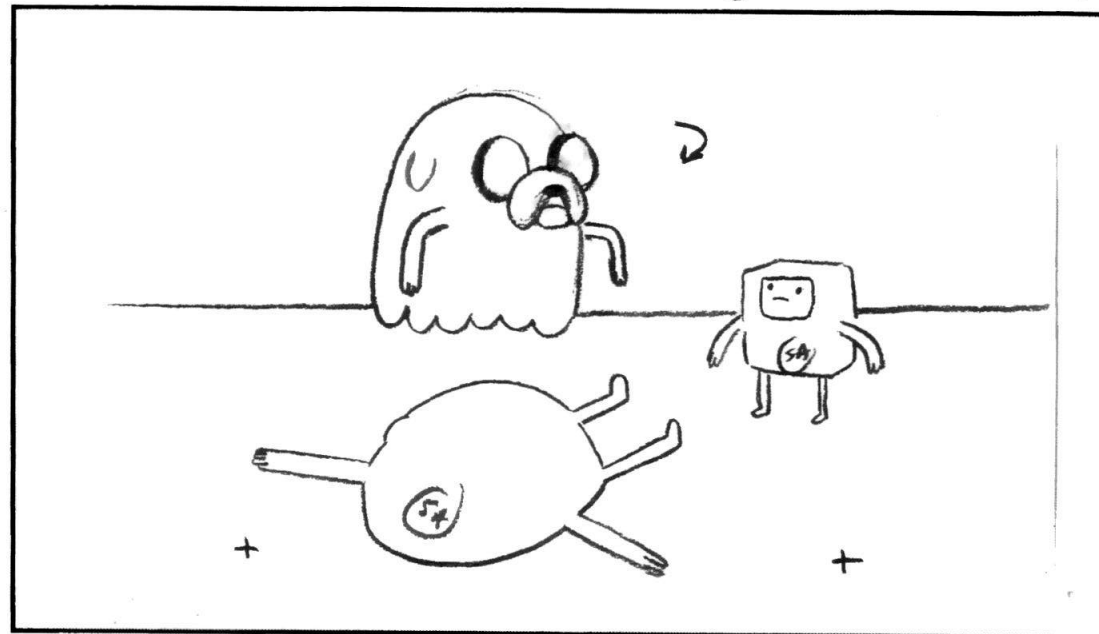
ADVENTURE TIME



Sc. 128 Pnl. A Bg. day night



Sc. 128 *cont* Pnl. B Bg. day night Page 222



Dialog:

BMO: THIS MANY!...

⑤: ... OK ... 5 minutes...

Action:

- B6 is white, or varying shades of grey/white.

(JAILE TURNS)

APR 23 2014

Timing:

EPISODE #

1025/181 1025-181

Production:

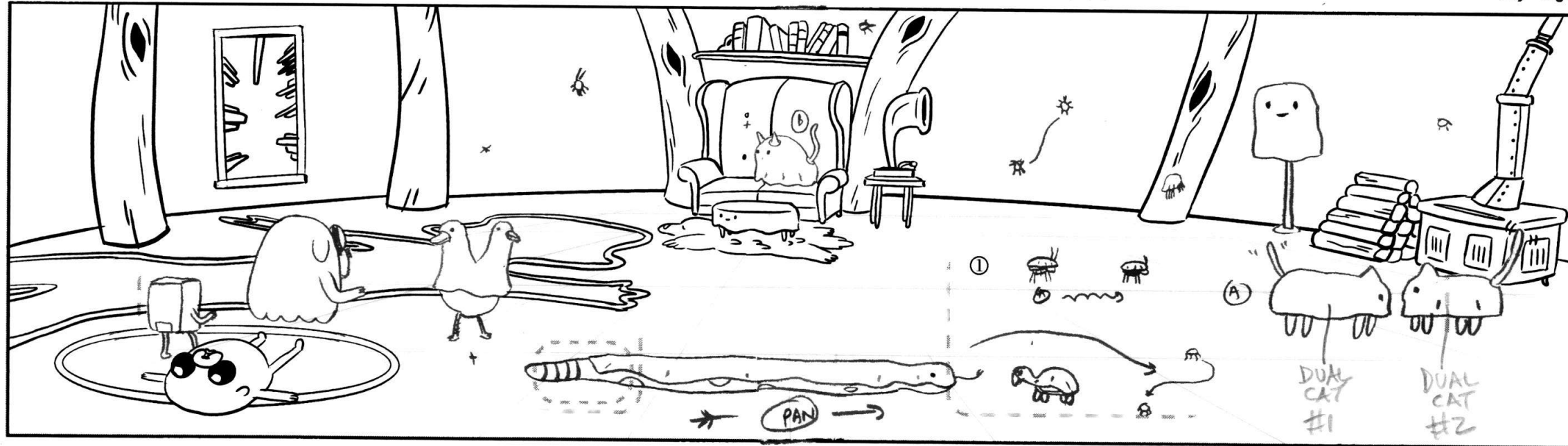
1025/181

ADVENTURE TIME



Page 223

Sc. 129 Pnl. A Bg. day night day night



Dialog:

⑤ : whoa is this some kind
of low-level dead world?

DUCK: QUACK, QUACK

- cat tail wags

⑤ ... that's a bummer...

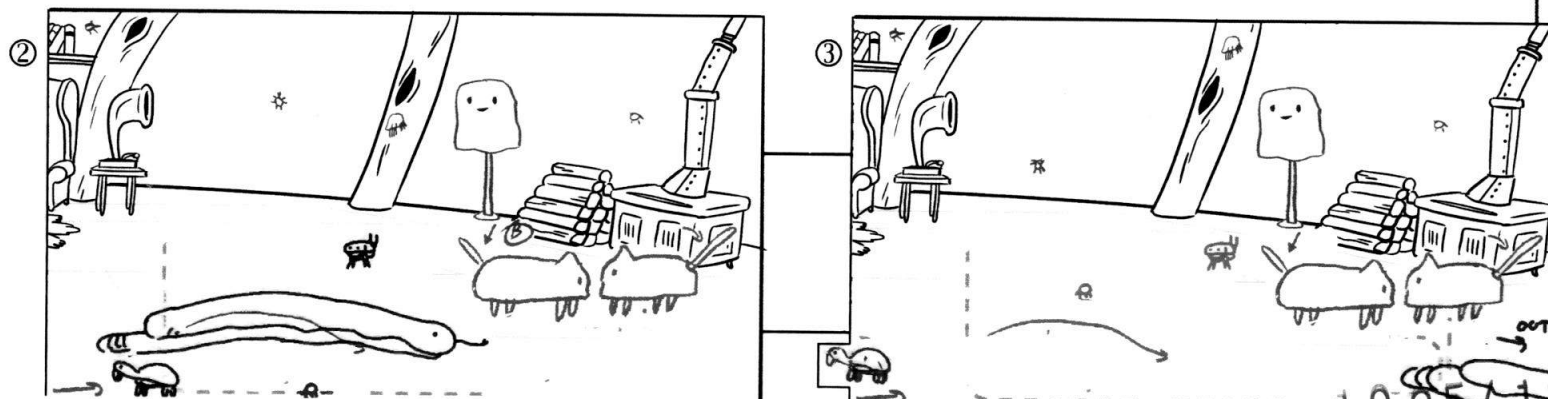
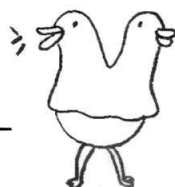
- snake travels o/s

APR 23 2014

Action: - World is white and gray, filled
with ghost animals

- duck quacks - cat tail wags

Timing:



Production:

EPISODE #

1025/181025-181

STOP

1025/181

1025/181

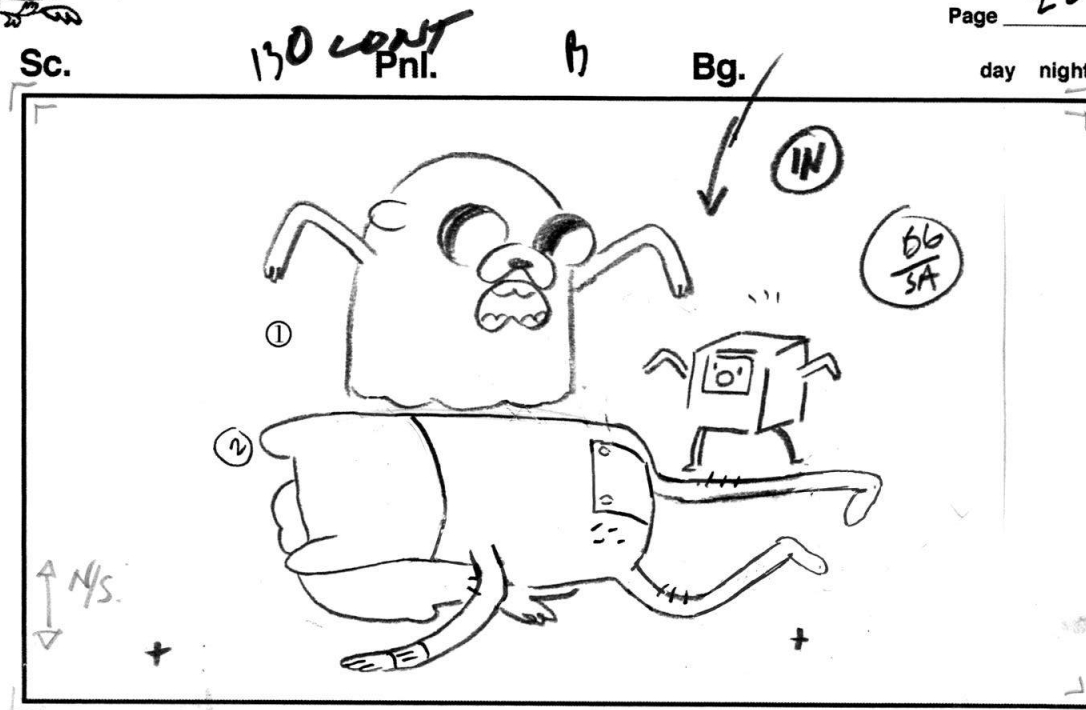
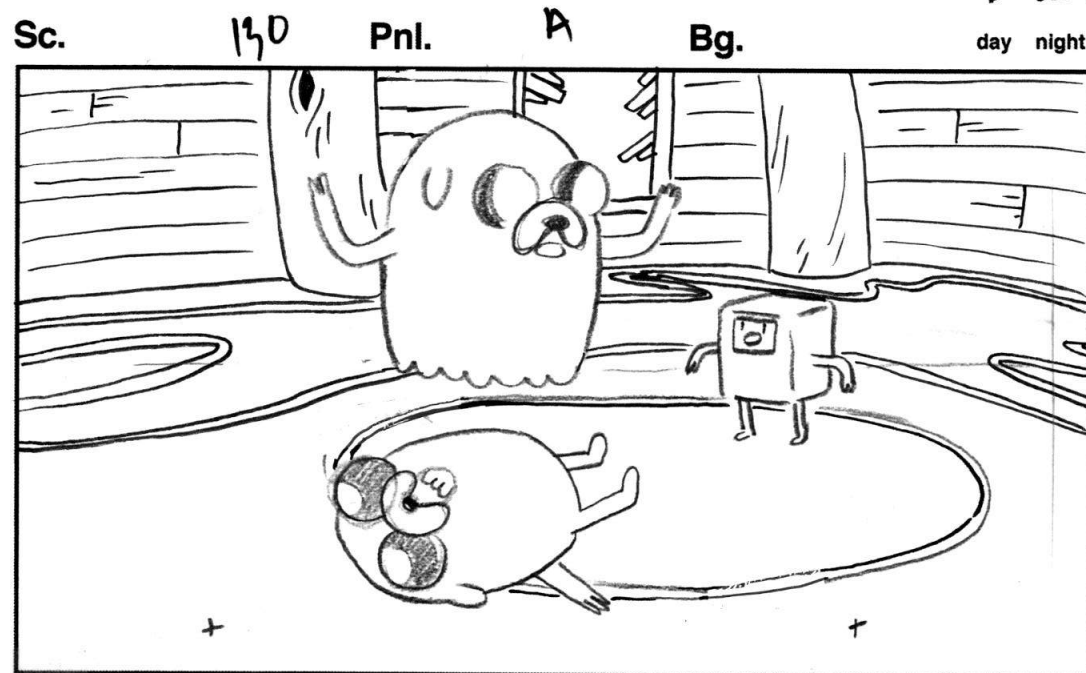
1025/181

Cut

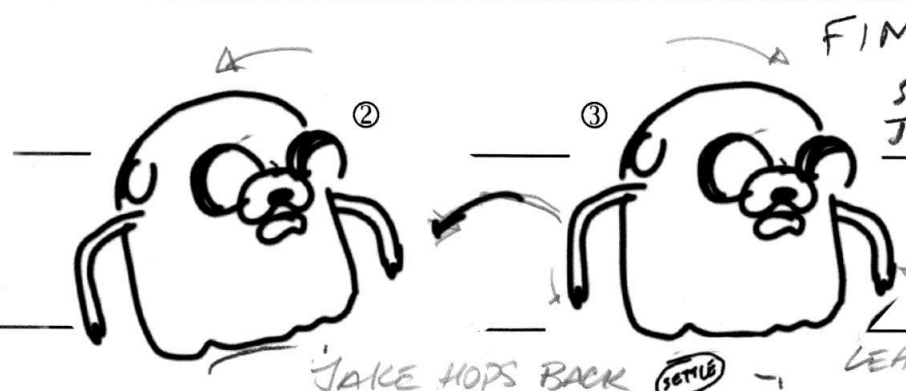
ADVENTURE TIME



Page 224



Dialog:



SFX: *THUMP*
16X N/S CAMERA SHAKE.

FINN FALLS INTO
SHOT, LANDS ON
JAKE'S BODY.

APR 23 2014

Production:

EPISODE #

1025-181

1025/181

1025/181

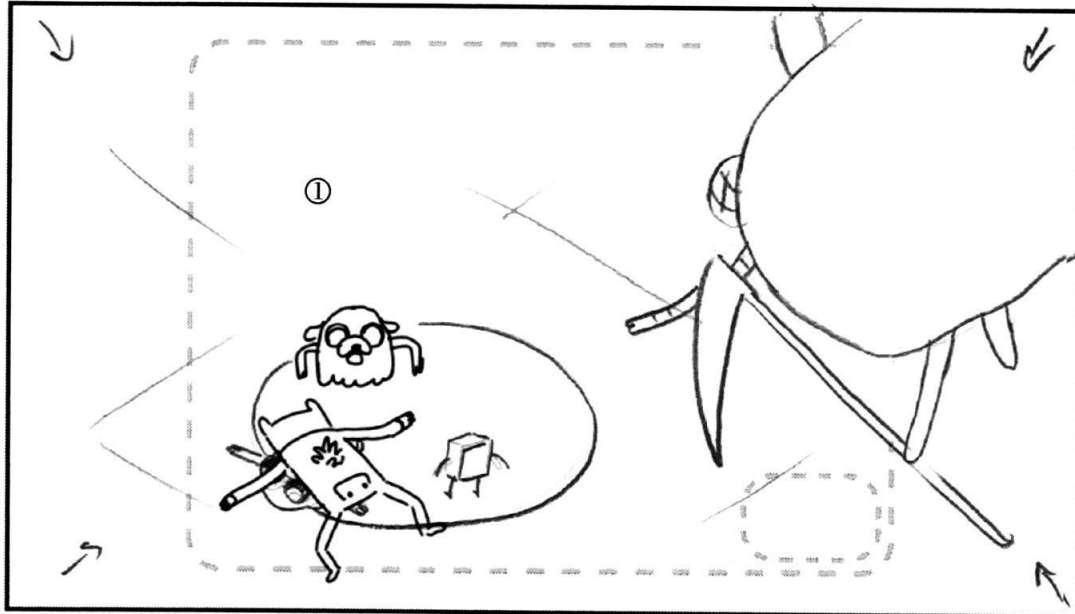
140
Cut

ADVENTURE TIME

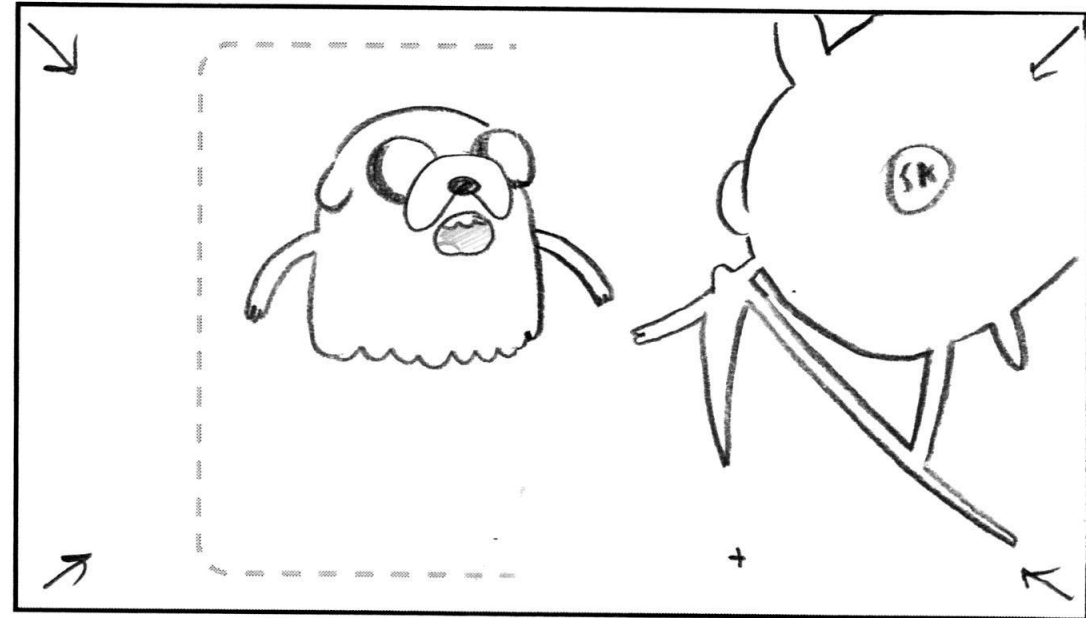


Page 225
day night

Sc. ¹³¹ Pnl. ^A Bg. day night



Sc. 131 Pnl. 15 Bg. day night

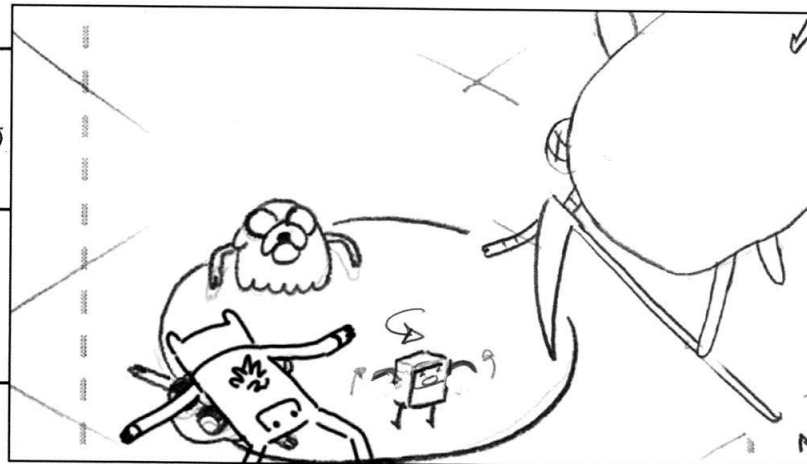


Dialog:

ANIM TRUCK IN BG
BG, JAK, FIN, BUR
SFX: *ZZT!*
*NOTE: KEEP FLY IN FOCUS DURING BI-PAR CAMERA MOVE.

Action:

-TRACK W/ GHOST

Timing:

APR 23 2014
BMO TURNS TO FACE FLY - REACTS.
POSE ②.

EPISODE # 1025-181

Production:

1025/181

1025/181

Hu
CST

ADVENTURE TIME



Sc.

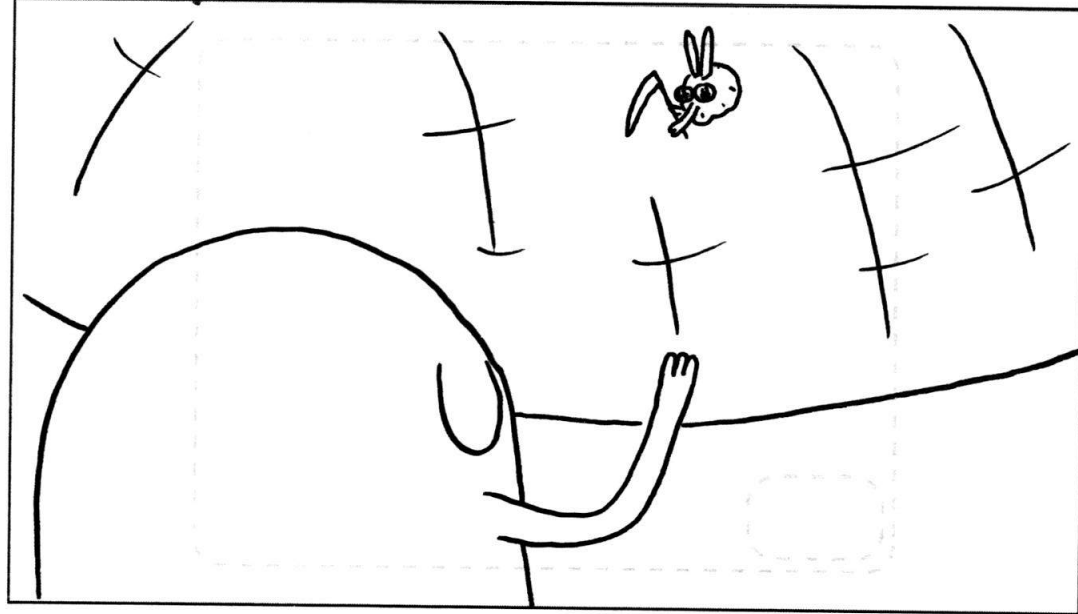
132

Pnl.

A

Bg.

day night



Sc.

132 CONT

Pnl.

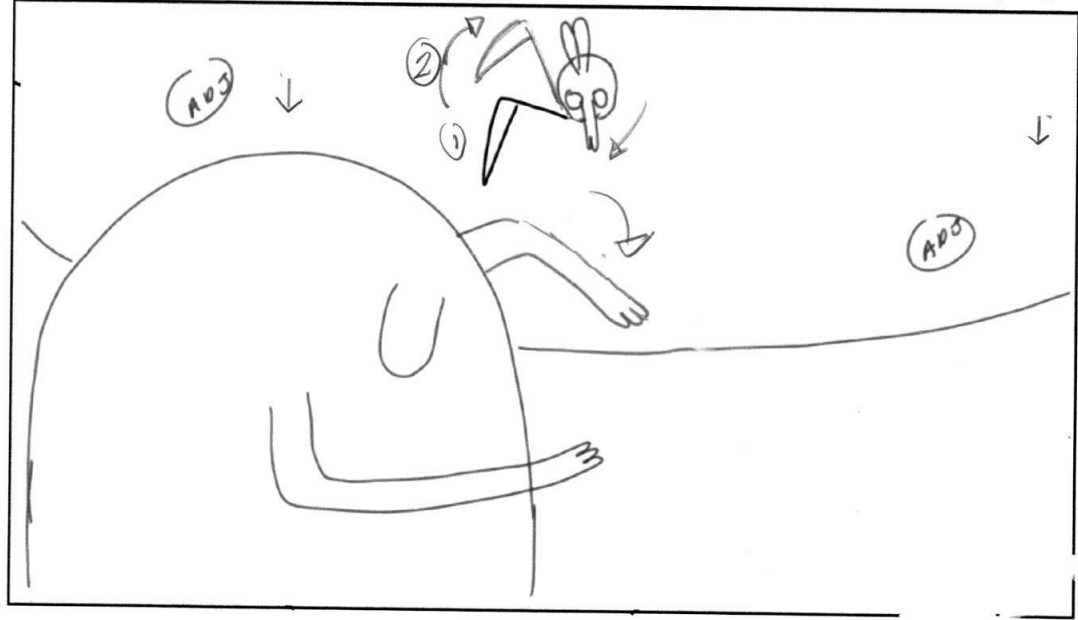
B

Bg.

Page

226

226A NEXT



Dialog:

Action: JAKE SWATS FRANTICALLY @ FLY AS IT SLOWLY DRIFTS CLOSER - AN TIC SYTH BACK...

Timing:

APR 23 2014

Production :

EPISODE #

1025-181

1025/181

1025/181

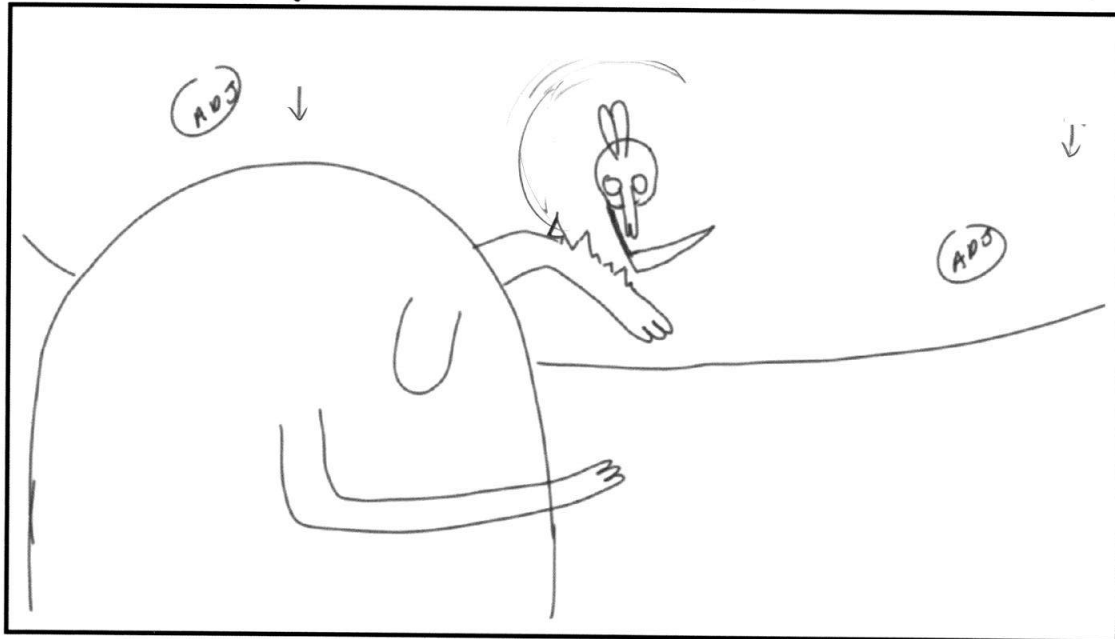
ADVENTURE TIME



Sc. 132 *CONT* Pnl. C

Bg.

day night



Sc.

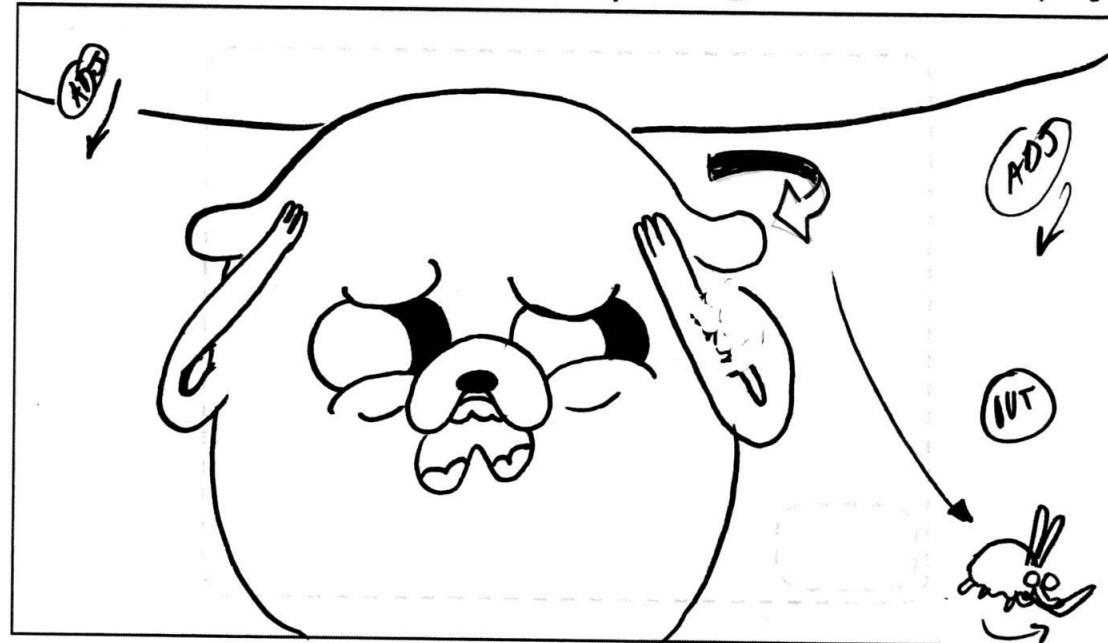
132 *CONT*

Pnl. D

Bg.

Page 226A

227 NEXT
day night



Dialog:

SFX: *SLASH!* *

J: EUGH!

Action: FLY SWIPES! JAKE BLOCKS WITH ARM.

(i.e. SNATCH Jake's arm) out.

Timing:

APR 23 2014

EPISODE # 1025-181

1025/181

Production:

1025/181

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ADVENTURE TIME

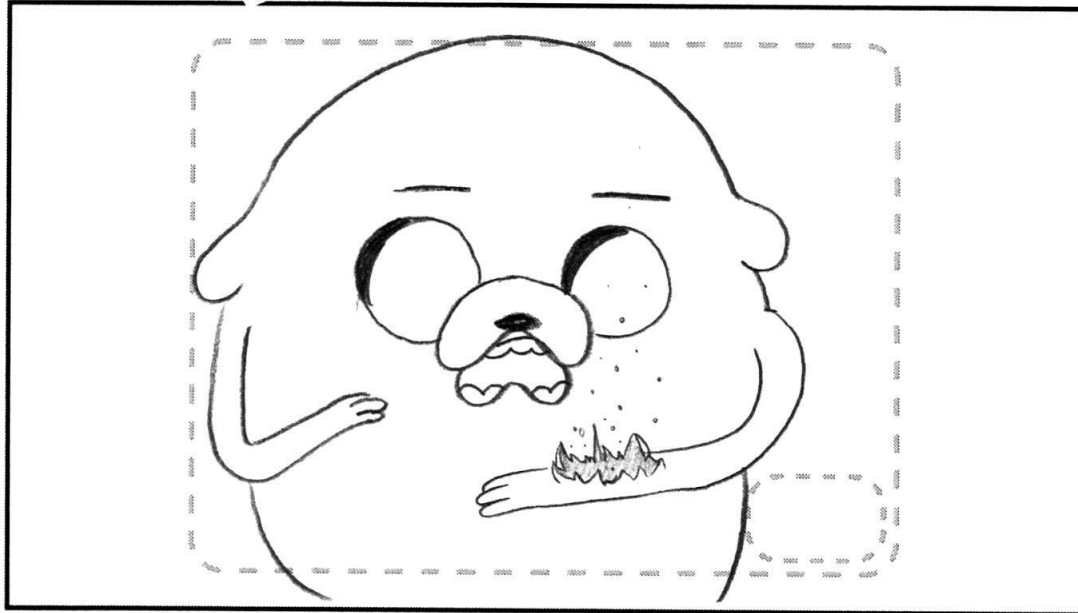


Sc. 132 *CONT*

Pnl. E

Bg.

day night

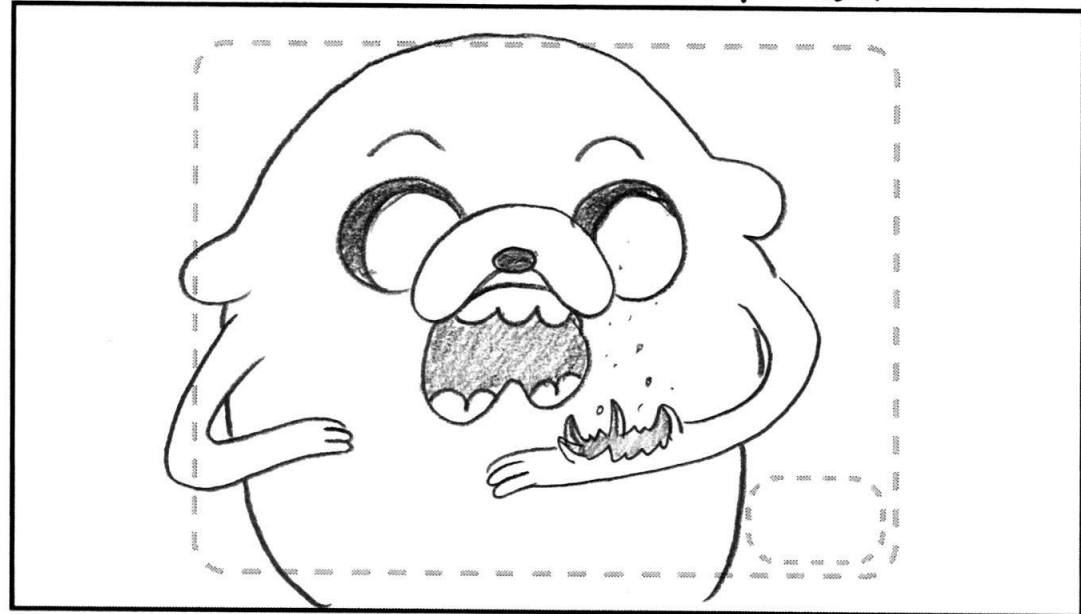


Sc. 132 *CONT* Pnl. F

Bg.

NO
SCENES
133-134

Page 227
day night



Dialog:

⑤: AH! OH STUFF!

Action:

(piece of Jake's arm
dissolves like soda bubbles)

Timing:

APR 23 2014

EPISODE #

1025-181

1025/181

Production:

1025/181

*Av
cut*

1025/181

He Cut

ADVENTURE TIME



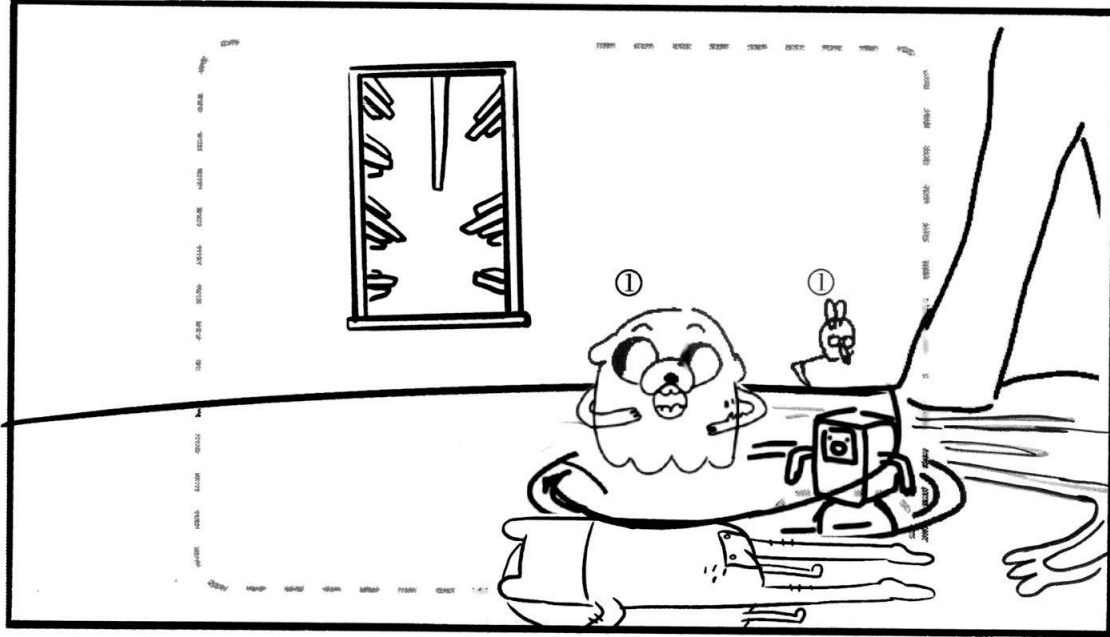
Page 228
~~228~~ **228A** ~~next~~
day night

Sc. 135

Pnl. A

Bg.

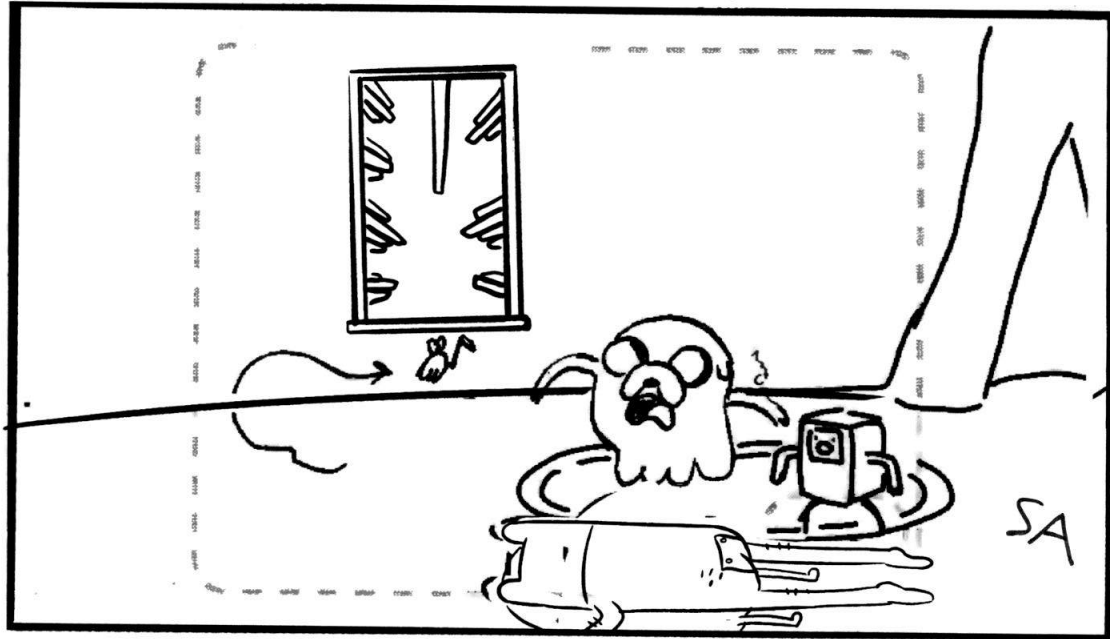
day night



Sc. 135 **CONT**

Pnl. B

Bg.



Dialog:

① AH!

① OH! OH!

Action:

- FLY CIRCLES JAKE

JAKE - TURNS - FOLLOWS FLY

Timing:



APR 23 2014

EPISODE #

1025/181 1025-181

Production:

1025/181

1025/181

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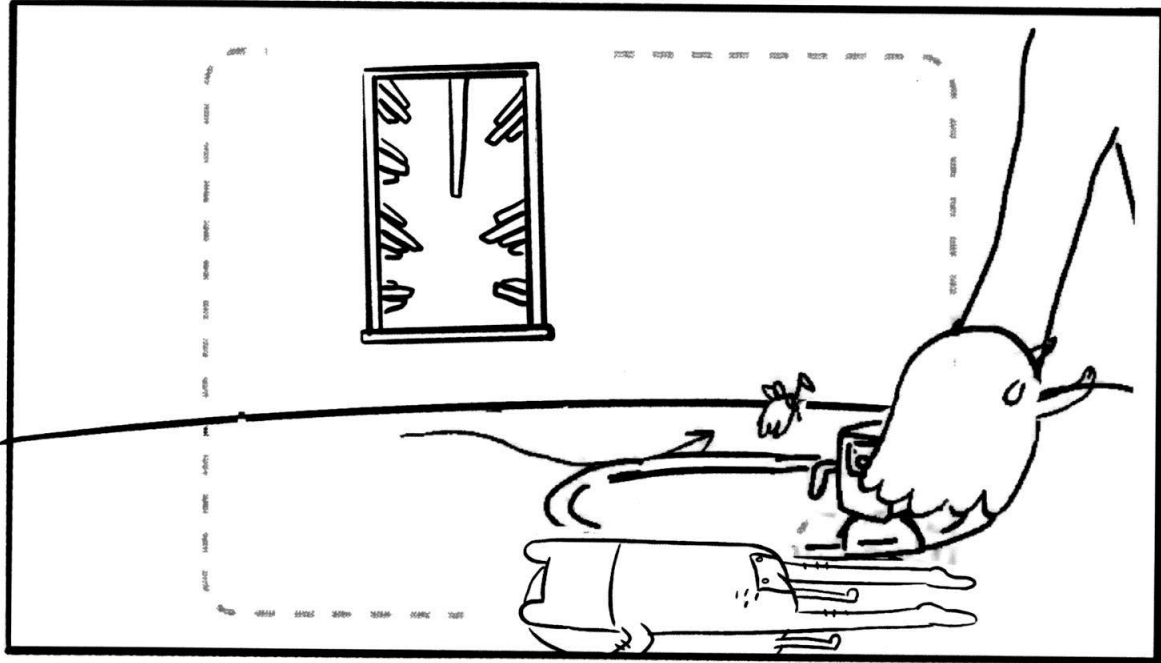


Sc. 135 *CONT*

Pnl. C

Bg.

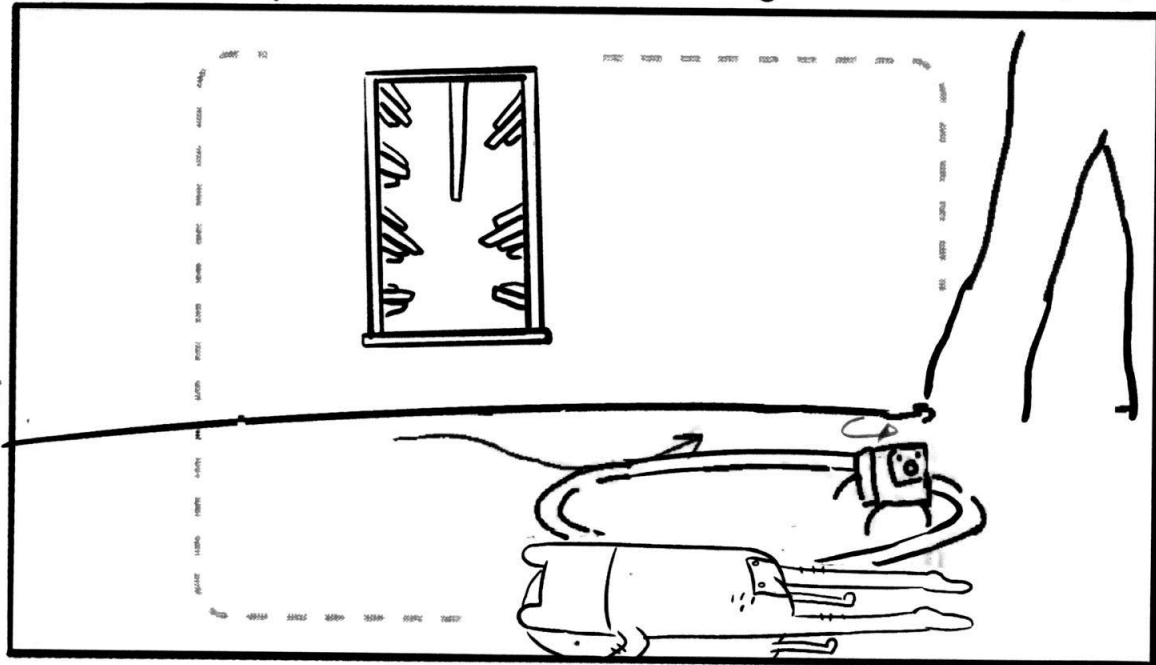
day night



Sc. 135 *CONT*

Pnl. D

Bg.



Page 228A

229 NEXT
day night

Dialog:

Action: JAKE FREAKS, TURNS — FLOATS TO O/S (FAST), FLY CHASES, O/S, BMO TRACKS O/S ACTION.

Timing:

APR 23 2014

EPISODE # 1025-181

1025/181

Production:

1025/181

Cut

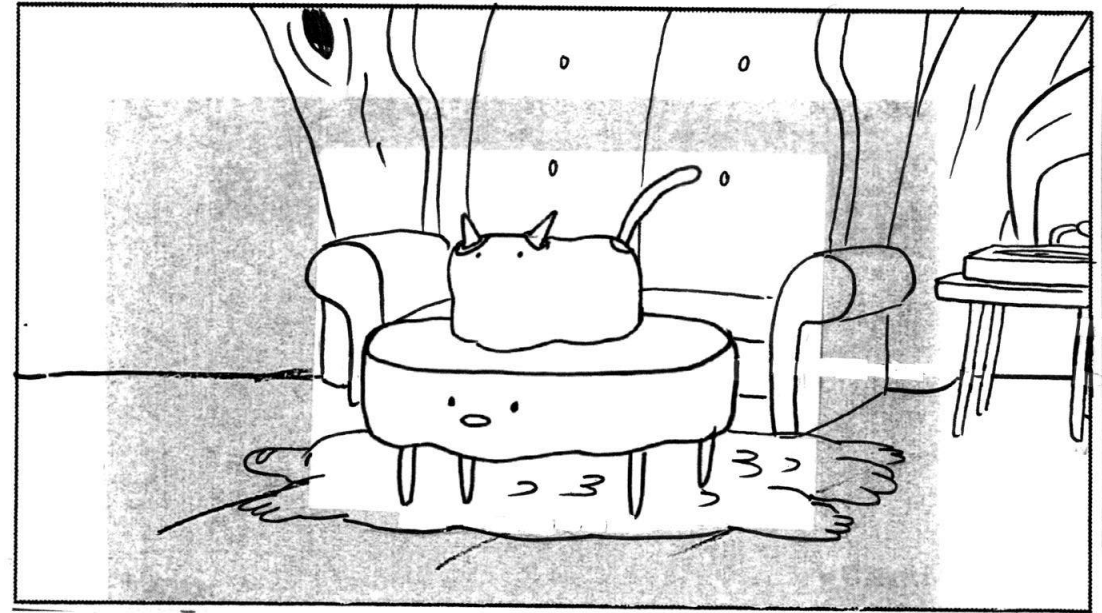
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1025/181

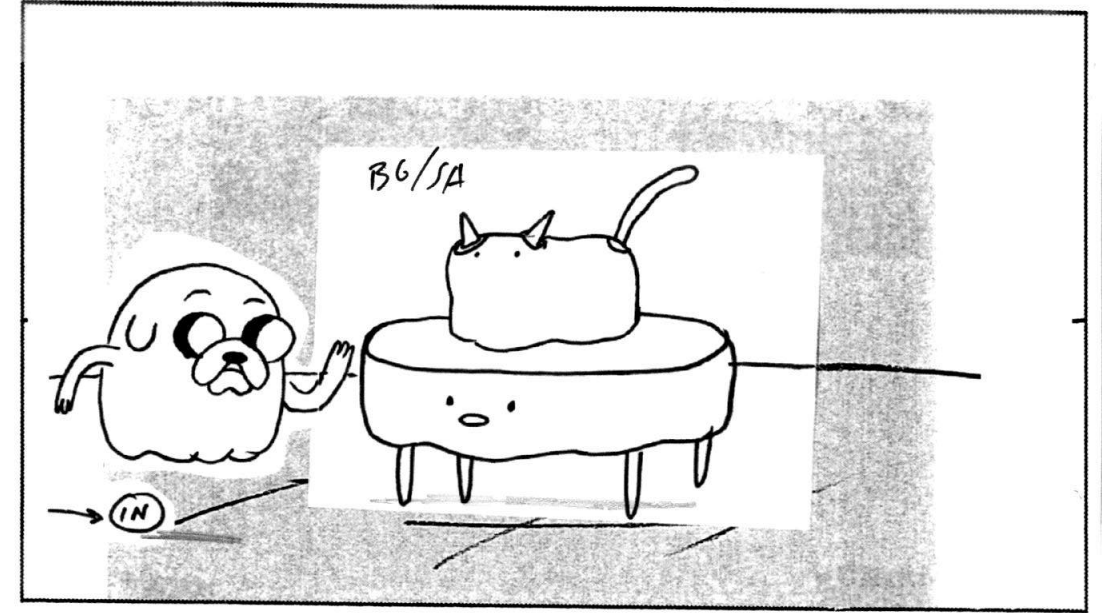
ADVENTURE TIME



Sc. 136 Pnl. A Bg. day night



Sc. 136 cont Pnl. B Bg. day night



Dialog:	
Action:	-J. FLOATS ON/S * cycle JAKES ARM S/H 6X run cycle
Timing:	APR 23 2014

EPISODE #

Production:

1025/181 1025-181

1025/181

ADVENTURE TIME



Sc.

136 *CONT*
Pnl.

C

Bg.

day night c

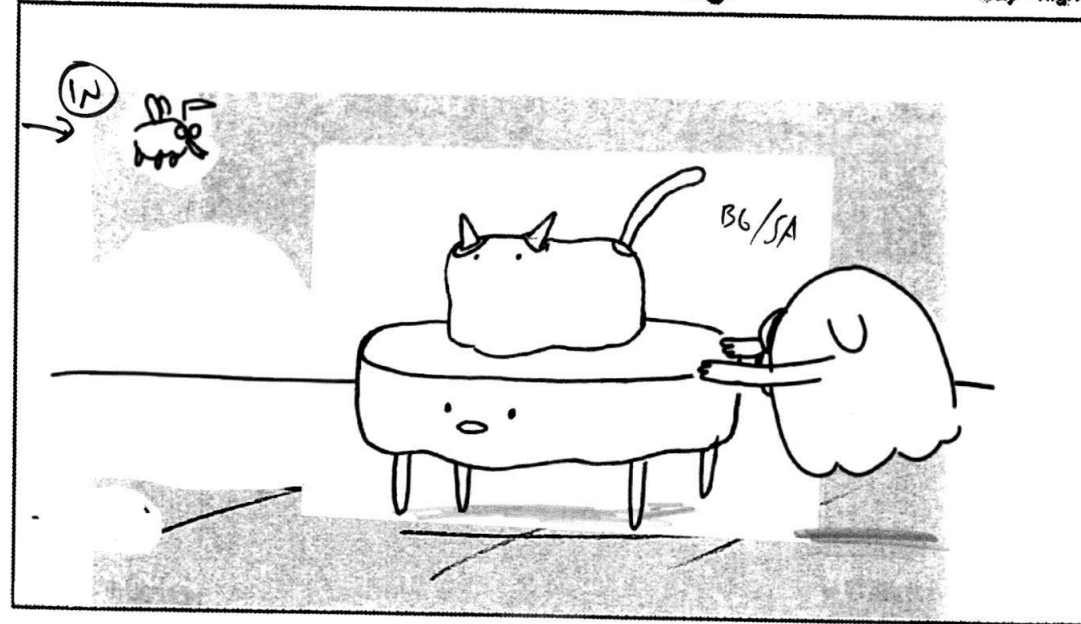
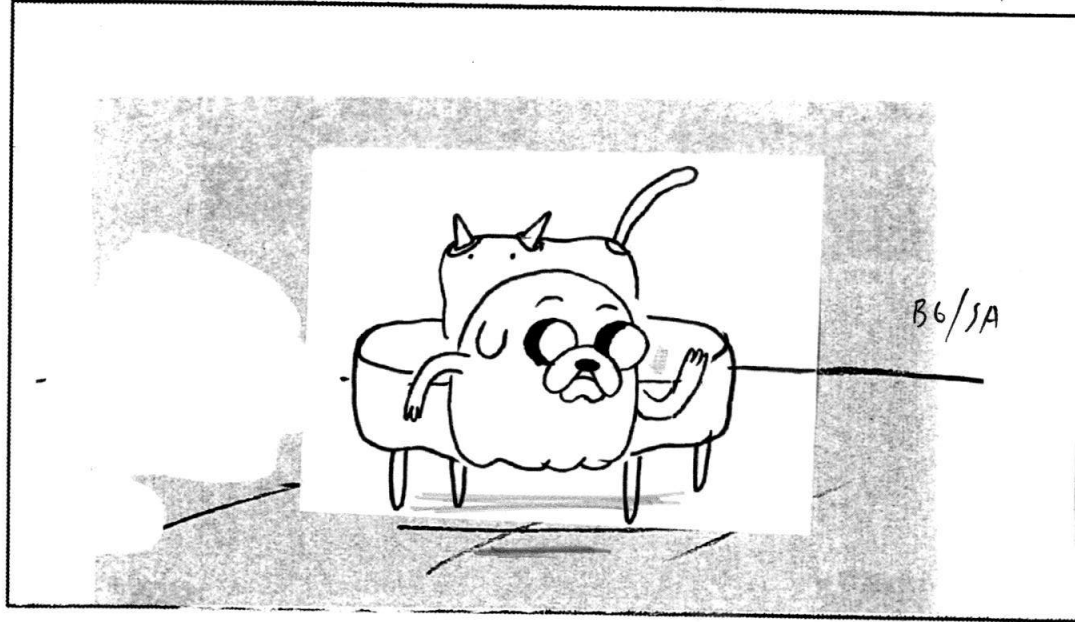
Sc.

136 *CONT*
Pnl.

D

Bg.

Page *230*
day night *230A NEXT*



Dialog:

Action:

Timing:

APR 23 2014

EPISODE #

Production :

1025-181

1025/181

1025/181

1025/181

ADVENTURE TIME



Sc. 136 *CONT*

Pnl. E

Bg.

day night

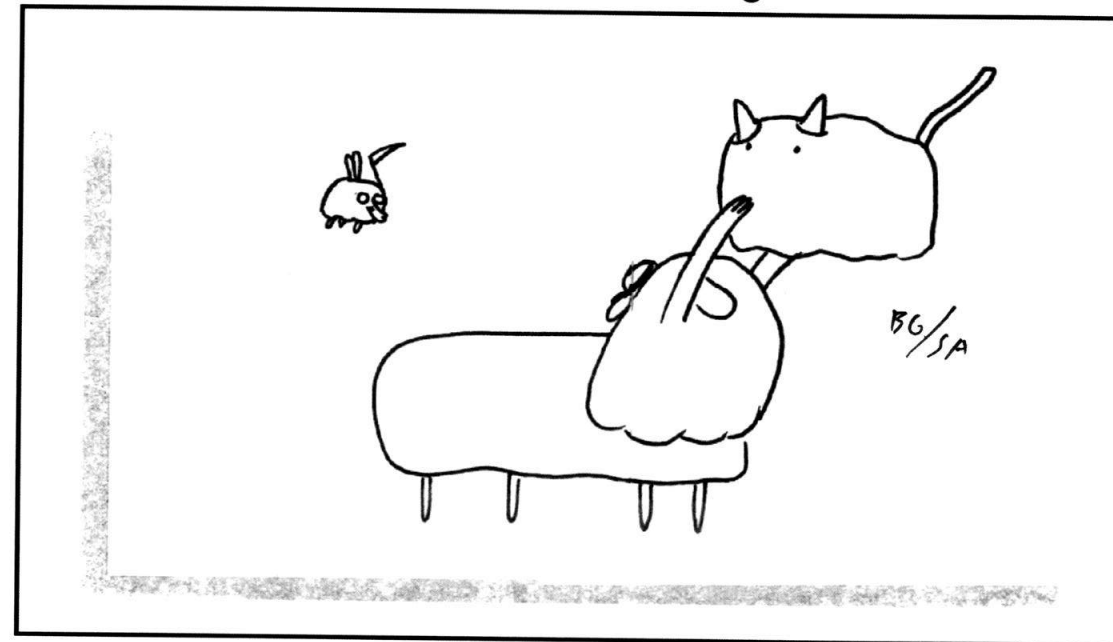
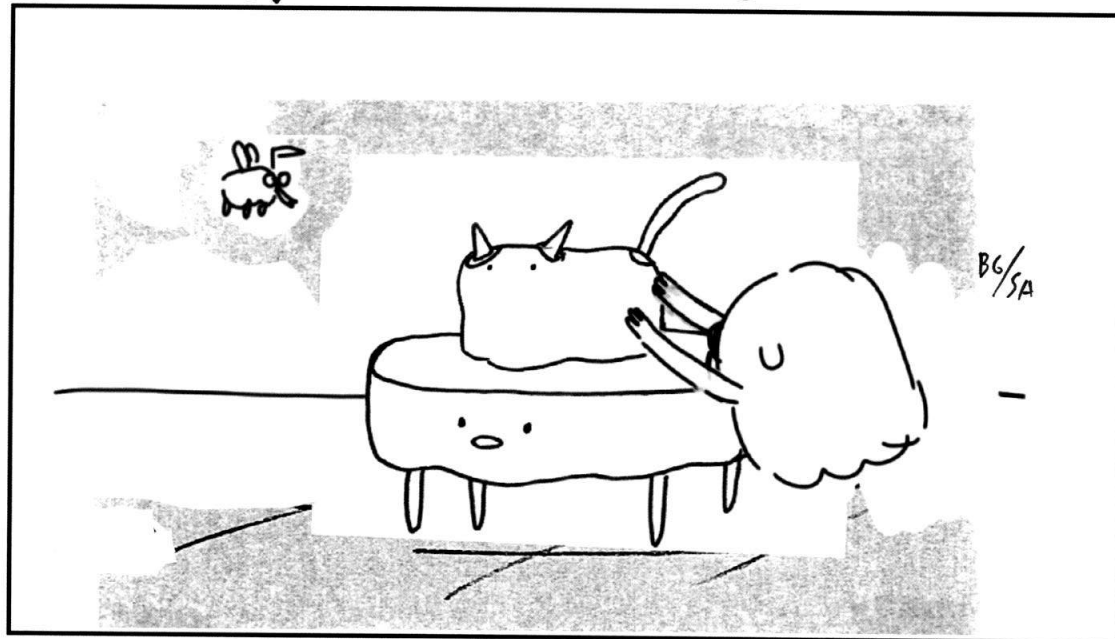
Sc. 136 *CONT*

Pnl. F

Bg.

Page 230A

230B NEXT



Dialog:

① GET AWAY!

Action:

-J. PICKS UP GHOST CAT

Timing:

APR 23 2014

EPISODE # 1025-181

1025/181

Production:

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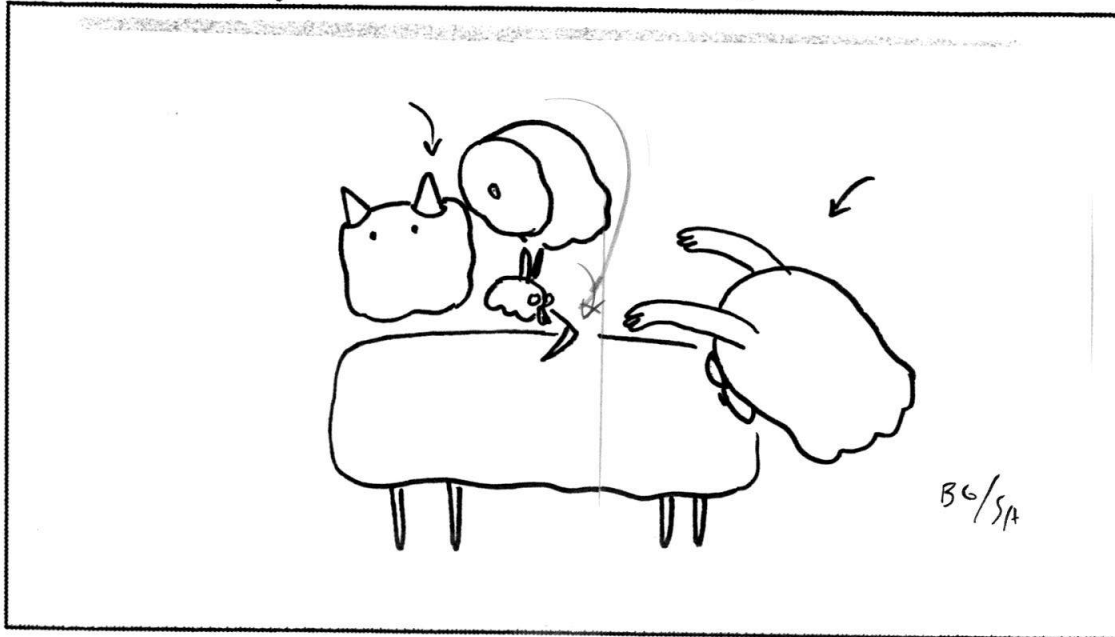
ADVENTURE TIME



Sc. 136 *CONT* Pnl. G

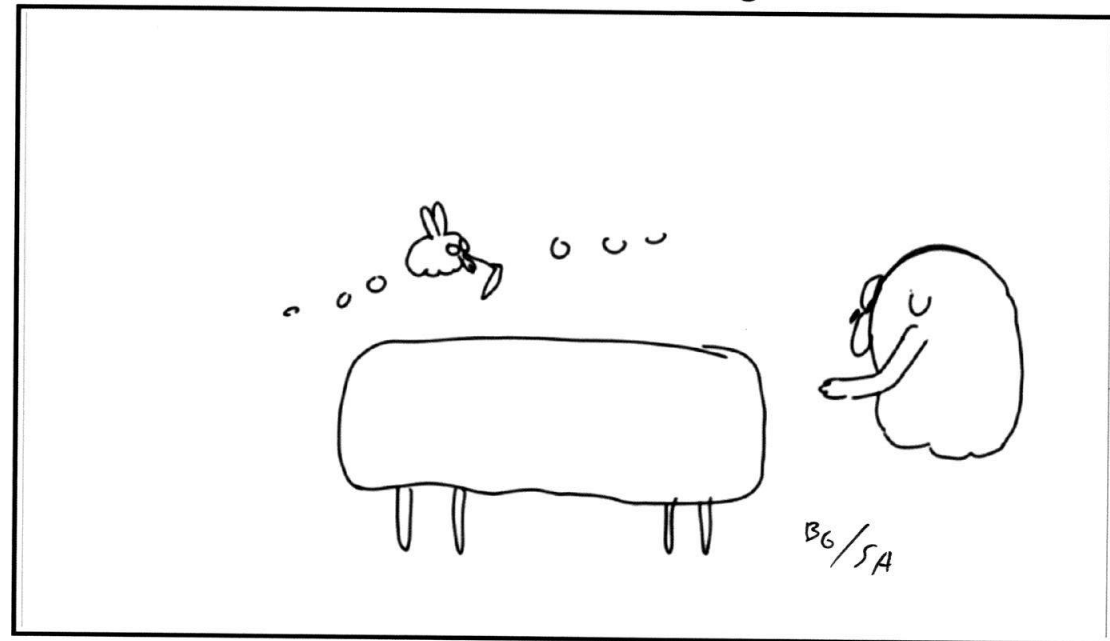
Bg.

day night



Sc. 136 *CONT* Pnl. H

Bg.



Page 230B

231 NEXT
day night

EPISODE # 1025-181

1025/181

Production:

Dialog:

SFX * SWOOSH, *

Action:

(slices cat in 1/2)

APR 23 2014
APR

Timing:

1025/181

1025/181

Ho
Cut

ADVENTURE TIME



Sc.

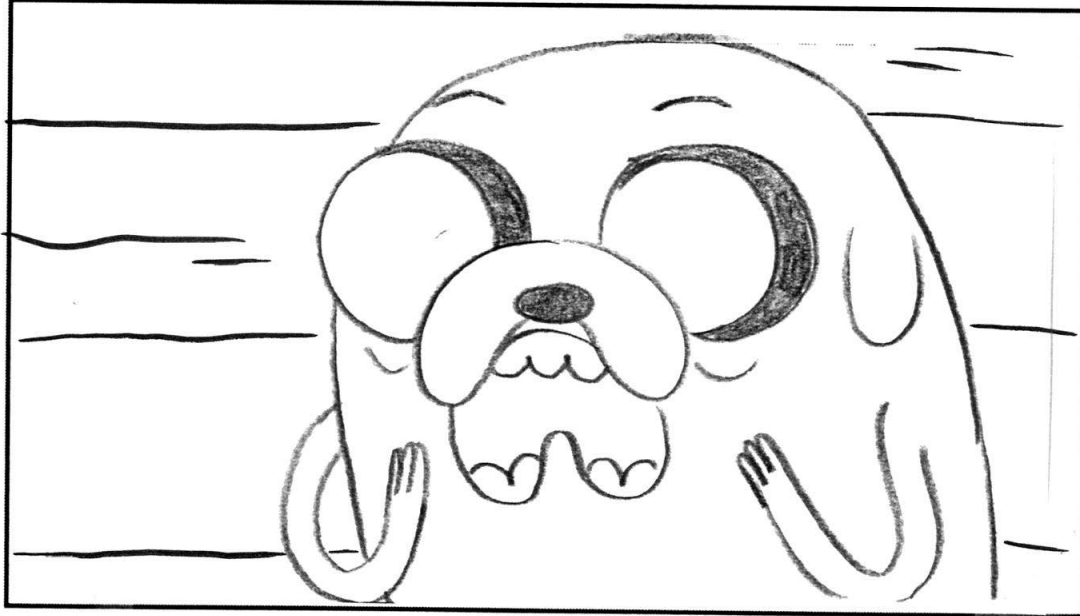
137

Pnl.

A

Bg.

day night



Sc.

137

cont Pnl.

B

Bg.

Page

231

day night

Ho
Cut



Dialog:

(J): OHH!!

Action:

(A)



(J): YOU KILLED IT!

JAKE POINTS TO O/S FLY.

APR 23 2014

Timing:

EPISODE #

1025-181

1025/181

Production:

1025/181

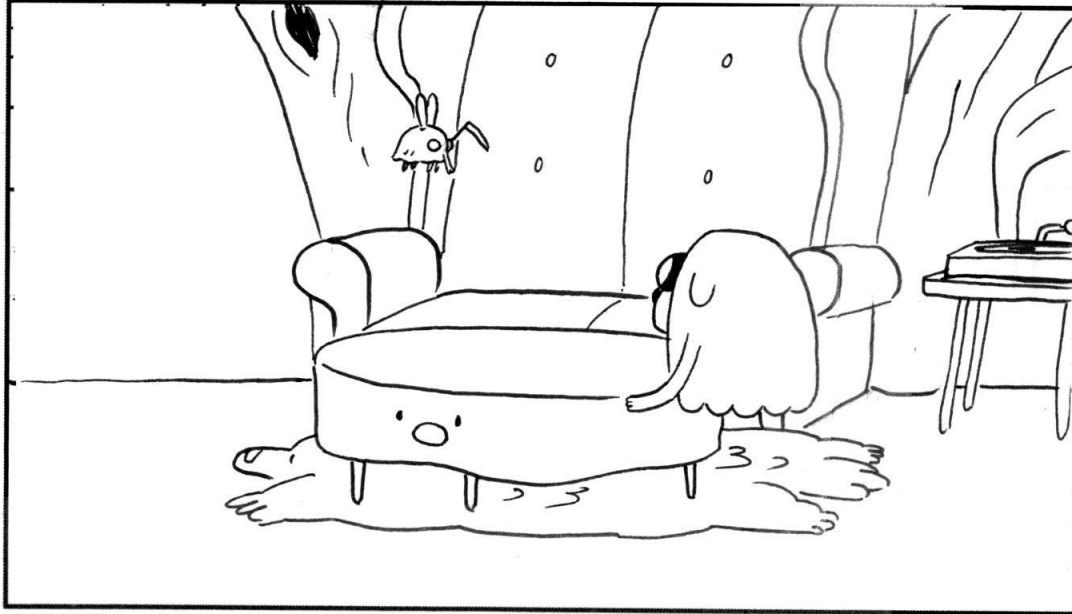
1025/181

He
Cut

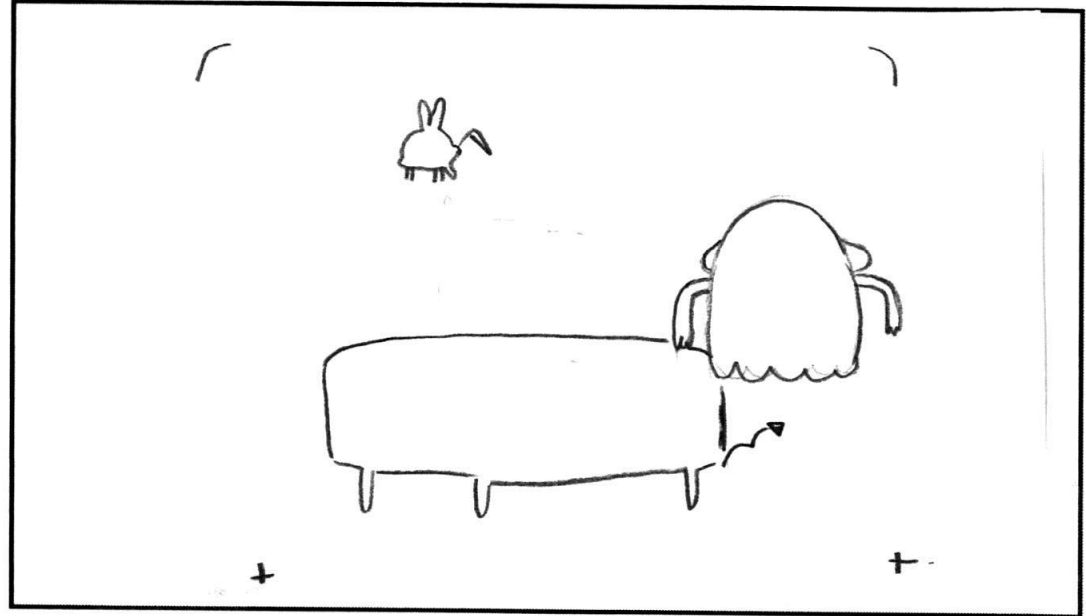
ADVENTURE TIME



Sc. 138 Pnl. A Bg. day night



Sc. 138 Pnl. B Bg. day night



Dialog:

J: AH!

Action:

JAKE RUNS AWAY

Timing:

APR 23 2014

EPISODE #

1025-181

1025/181

Production:

1025/181

1025/181

ADVENTURE TIME



Sc.

138 *cont*
Pnl.

C

Bg.

day night

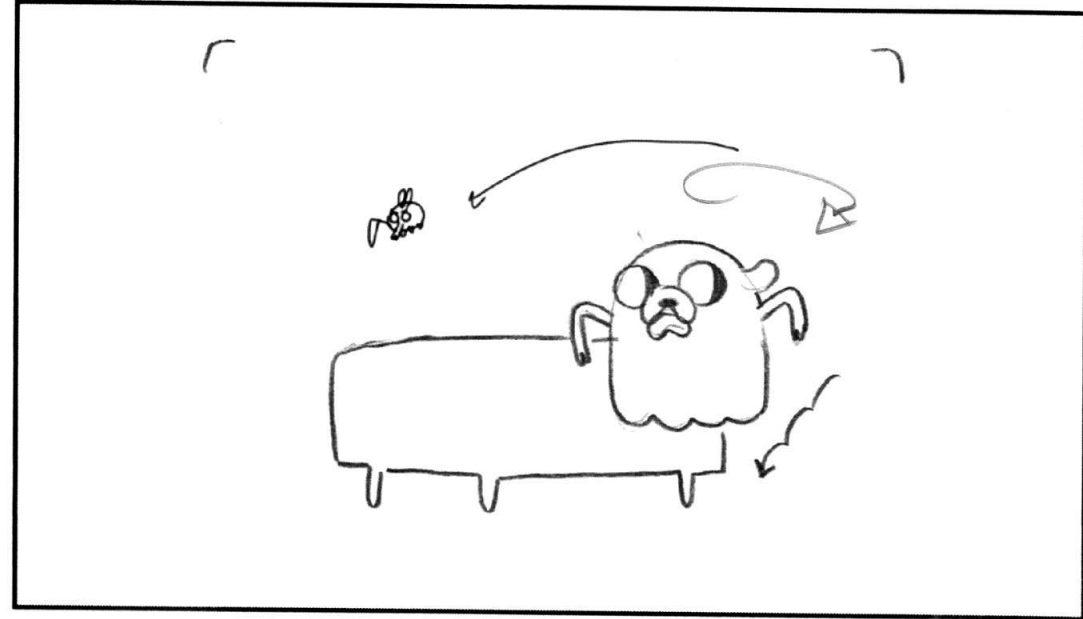
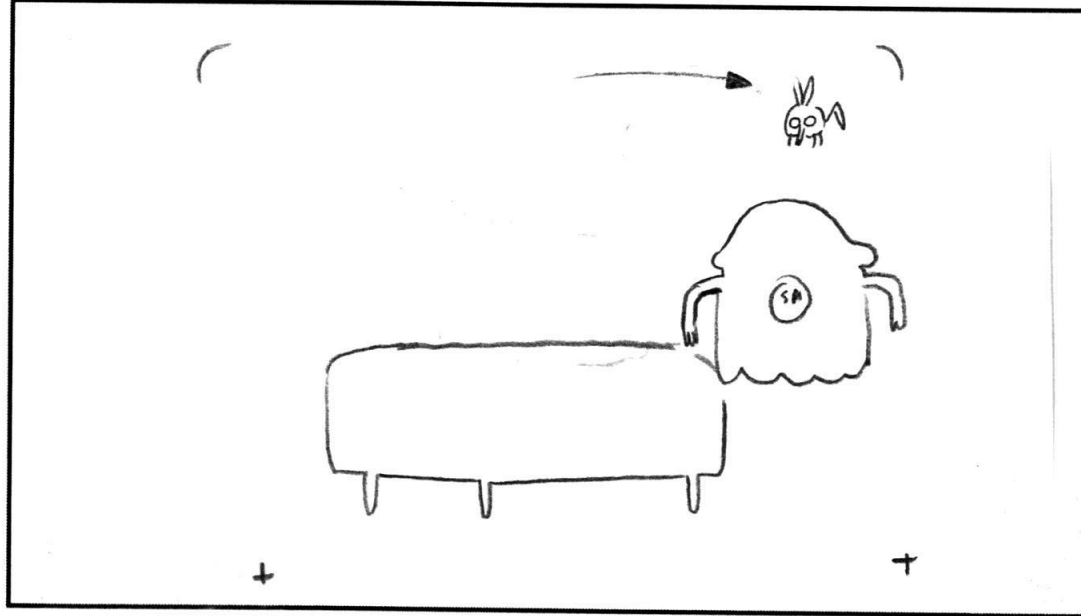
Sc.

138 *cont*
Pnl.

D

Bg.

Page 233
day night



Dialog:

Action:

Timing:

*Turns &
JAKE ^ RUNS THE OTHER
WAY*

APR 23 2014

EPISODE #

1025-181

1025/181

Production:

1025/181

1025/181

ADVENTURE TIME



Sc.

138 *cont* Pnl.

6

Bg.

day night

Sc.

138 *cont* Pnl.

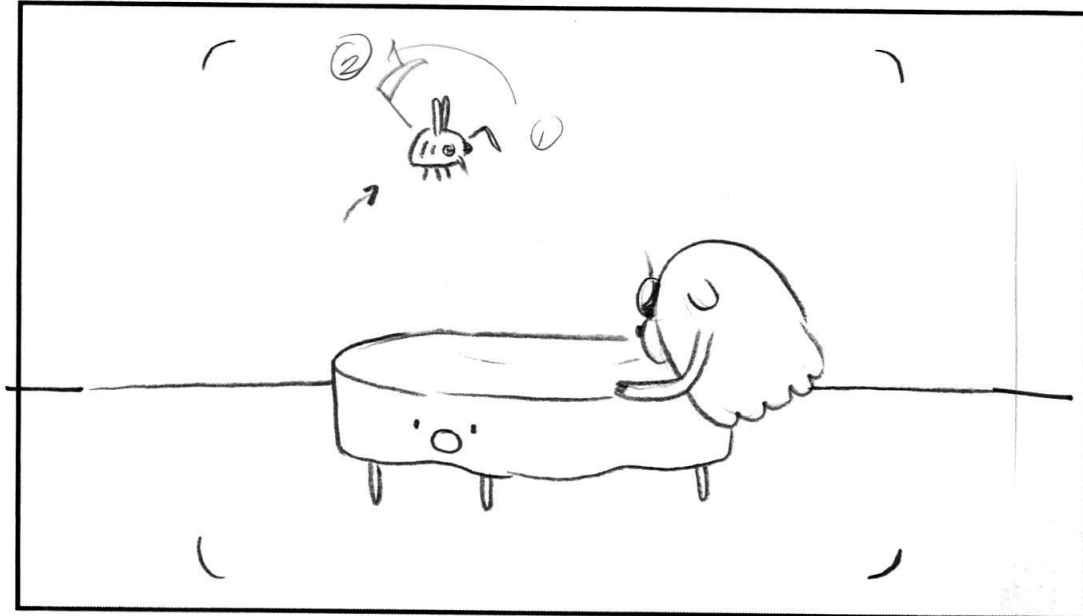
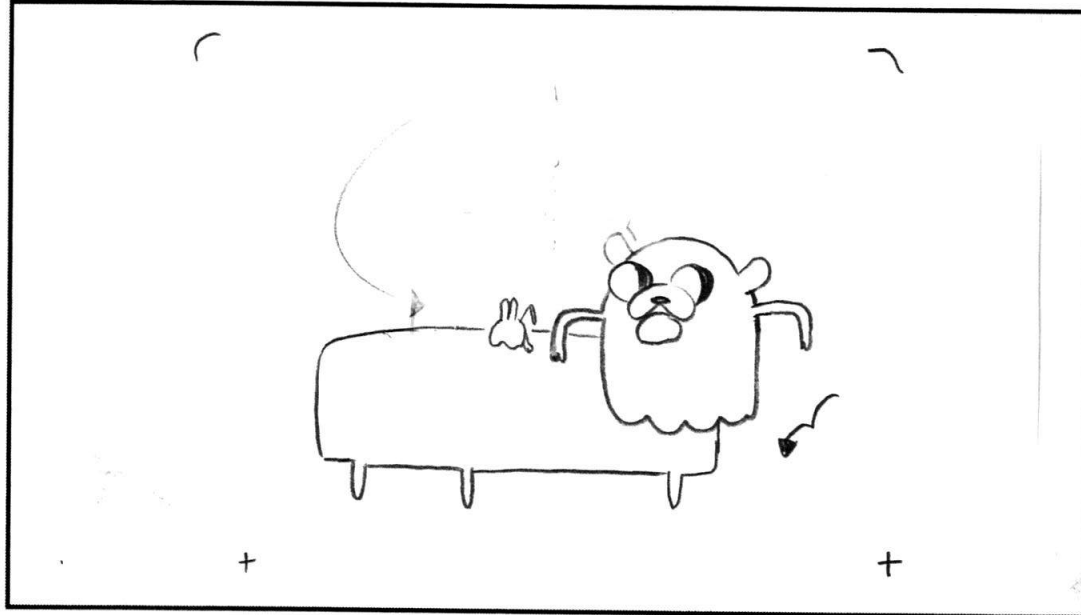
F

Bg.

Page

234

day night



Dialog:

Action:

fly corners JAKE

Blocks him in the middle
of the table

Fly ANTIES BACK...

APR 23 2014

Timing:

EPISODE #

1025-181

1025/181

Production:

1025/181

ADVENTURE TIME



Sc.

178 *cont* Pnl.

G

Bg.

day night

Sc.

178 *cont* Pnl.

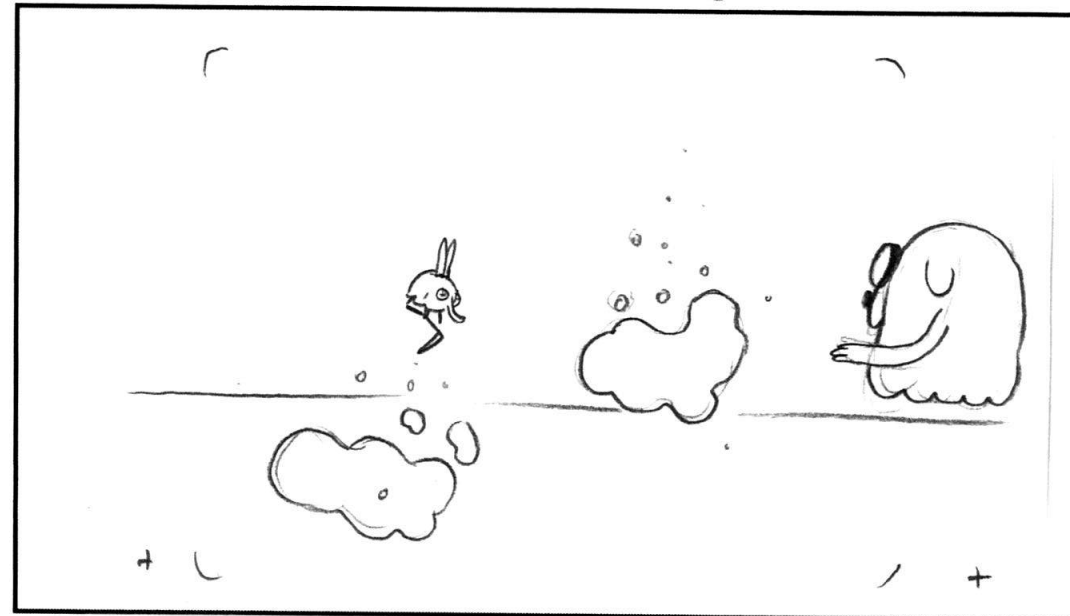
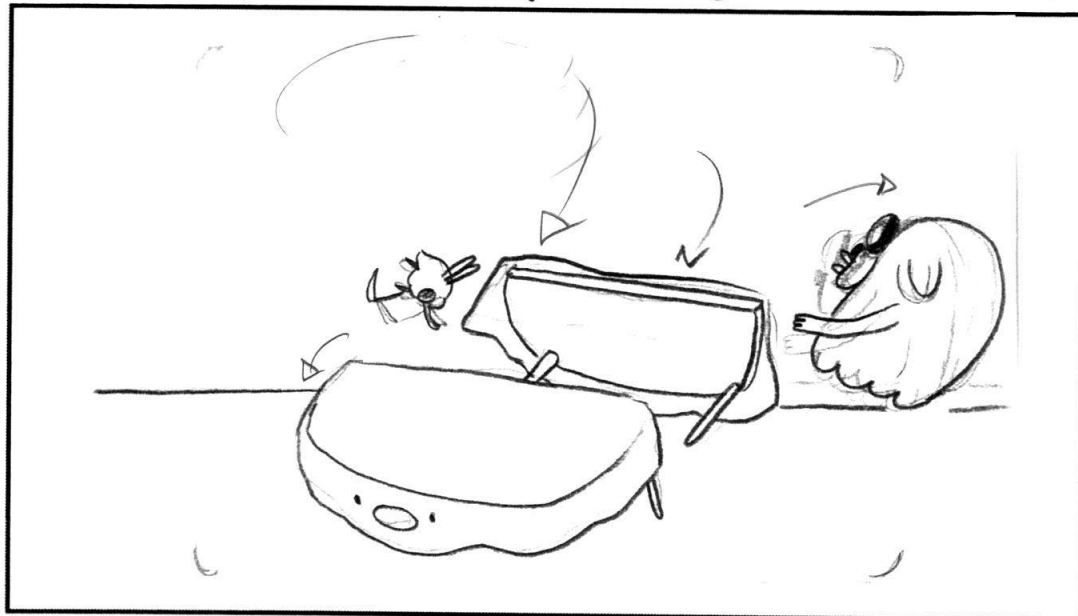
H

Bg.

Page

235

day night



Dialog:

SFX: * Swoosh! *

Action:

FLY SWIPES TABLE INTO TWO PIECES — JAKE REACTS BACK. — TABLE VAPORIZES... DISSIPATES

Timing:

APR 23 2014

EPISODE #

1025-181

Production:

1025/181

1025/181

1025/181

1025/181

ADVENTURE TIME



Sc.

138 *cont* Pnl.

1

Bg.

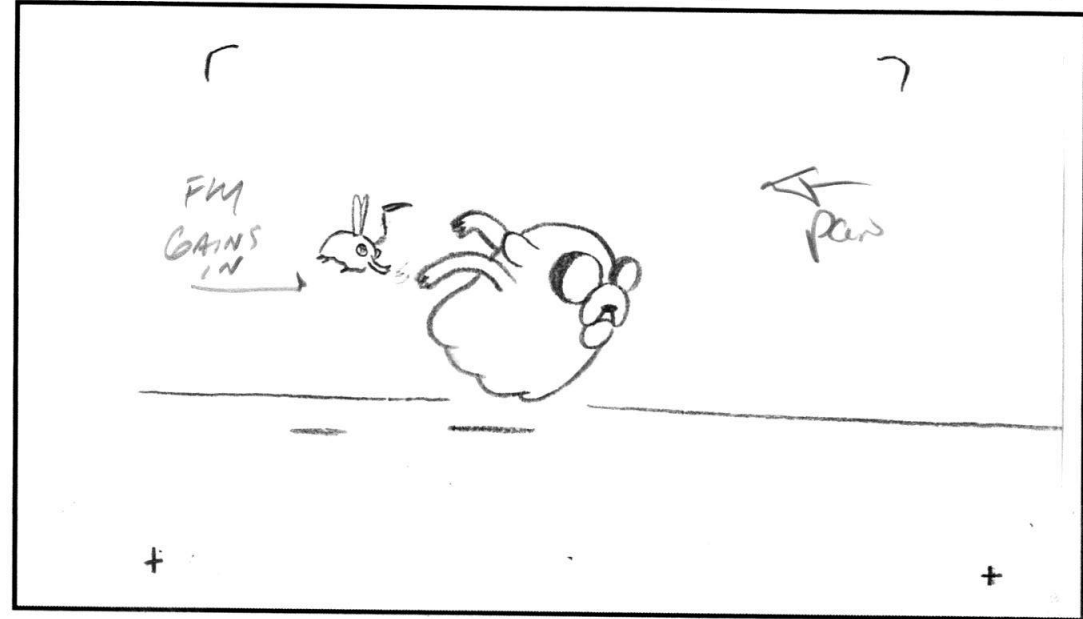
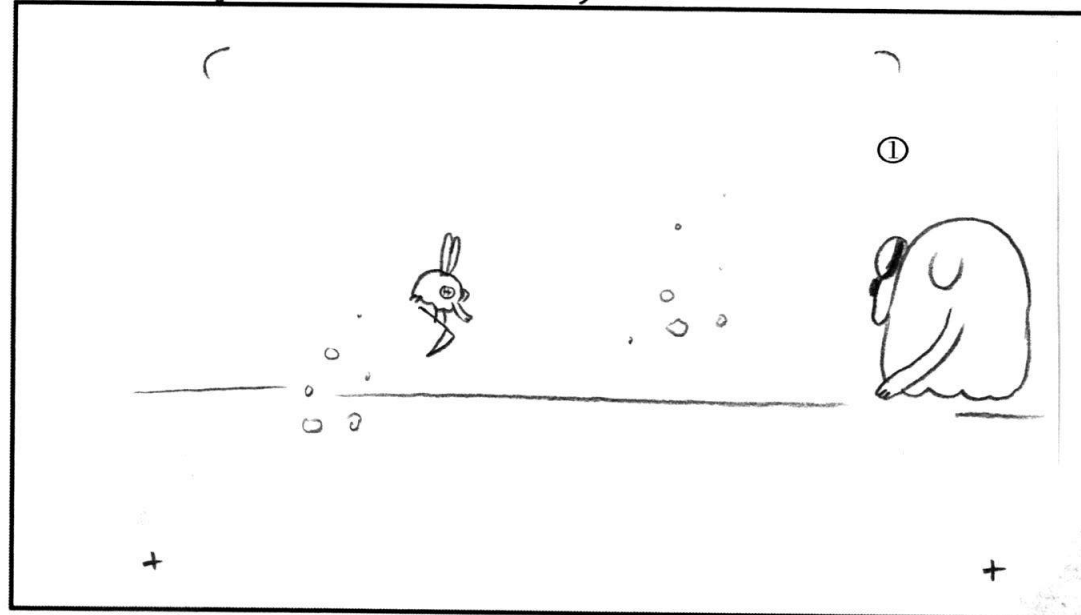
day night

Sc.

138 *cont* Pnl. J

Bg.

Page 236
day night



Dialog:

Action:

Timing:

table dissapates



②

ADS

⑤: AHHHH!!!

fly chases JAKE

APR 23 2014

EPISODE # 1025-181

1025/181

Production:

1025/181

ADVENTURE TIME



Sc.

138 *cont* Pnl. K

Bg.

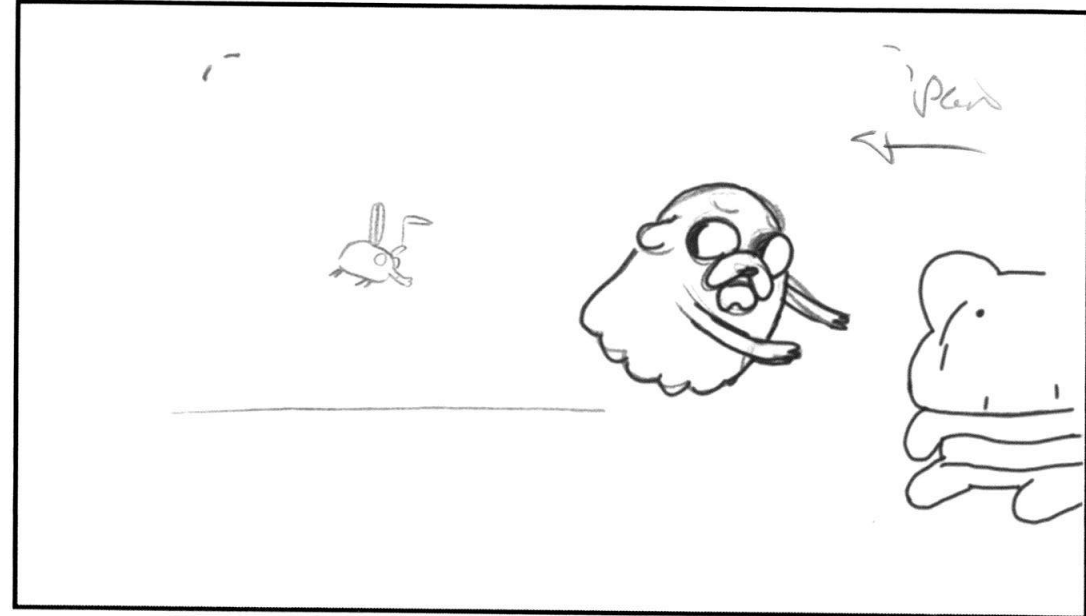
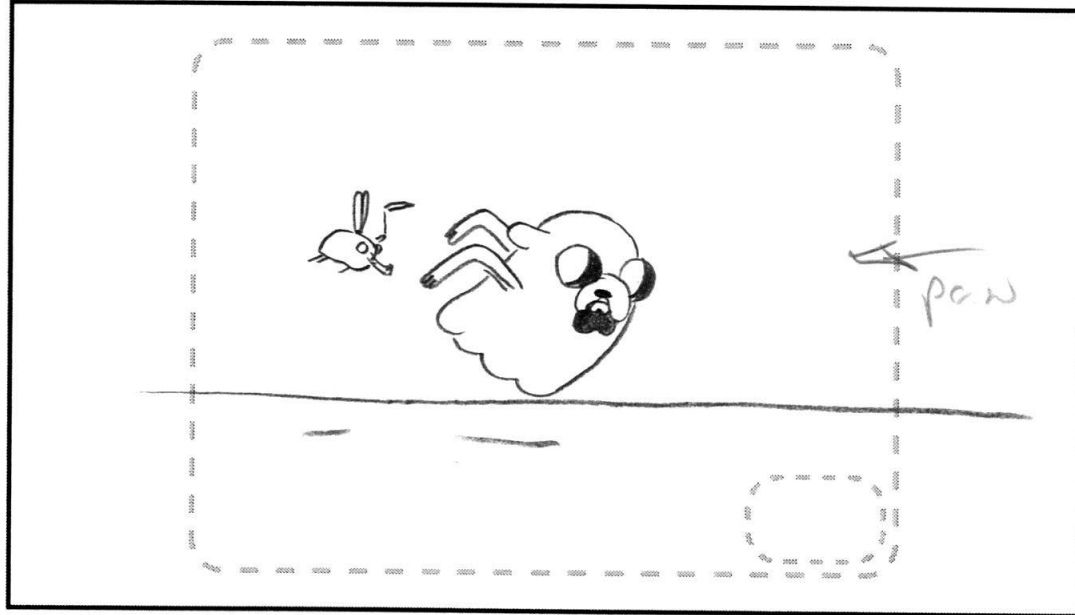
day night

Sc.

138 *cont* Pnl. L

Bg.

Page ²³⁷
~~237~~ *237A NEXT*
day night



Dialog:

⑤ : AHH GET AWAY !!!

Action:

Timing:

APR 23 2014

EPISODE #

1025-181

Production:

1025/181

1025/181

ADVENTURE TIME



Sc.

Pnl.

Bg.

day night

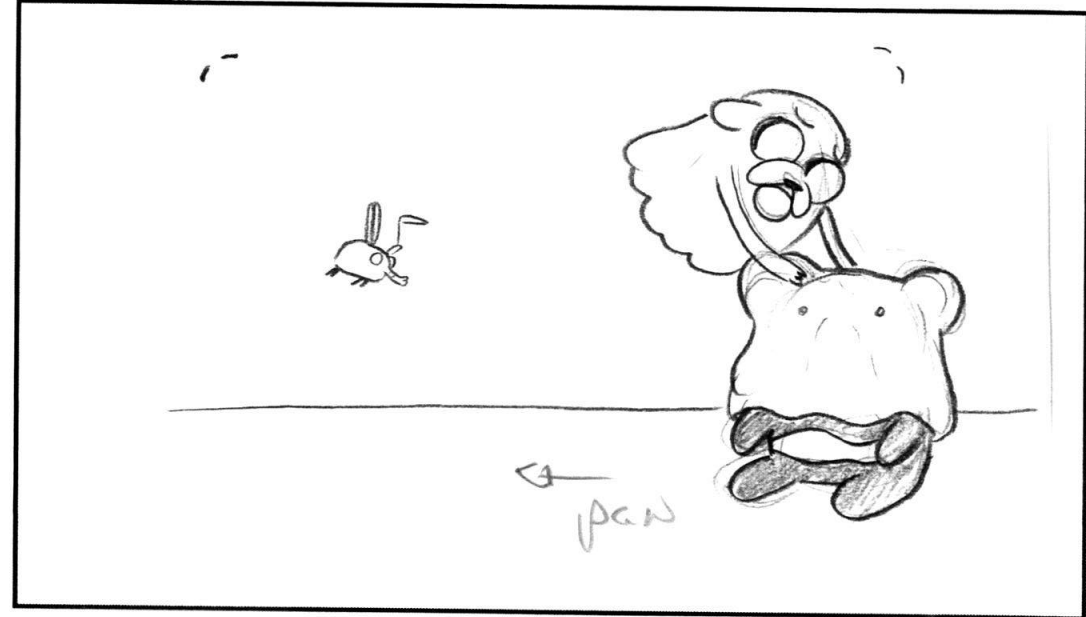
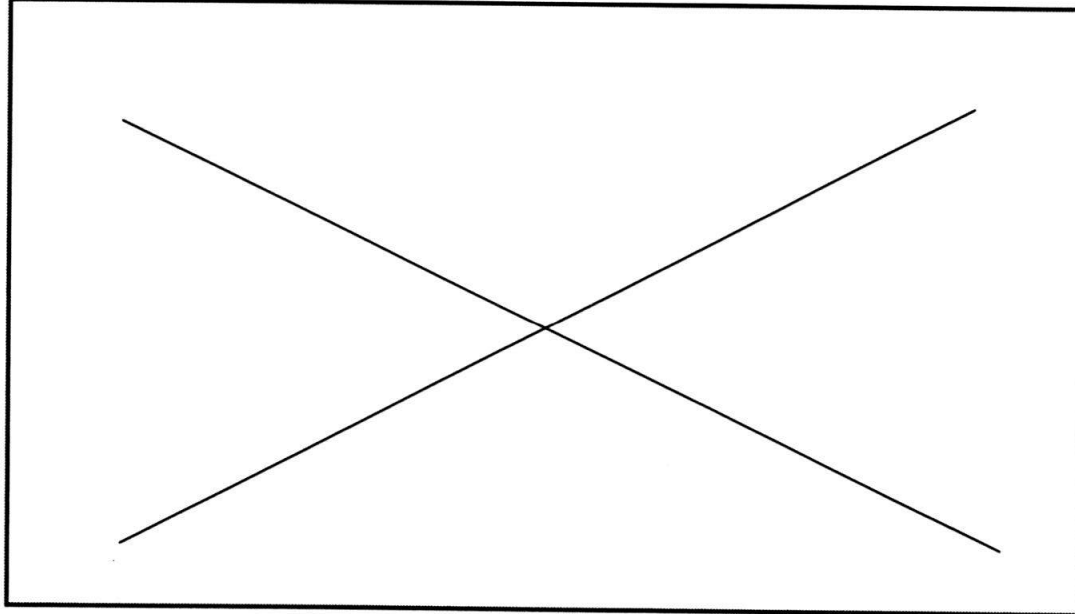
Sc.

138 *cont* Pnl.

M

Bg.

Page ^{237A}
~~230~~ *NEXT*
day night



Dialog:

Action:

Throws panda

APR 23 2014

Timing:

EPISODE #

1025-181

1025/181

Production:

1025/181

ADVENTURE TIME



Page 238

Sc.

136 *cont* Pnl. *N*

Bg.

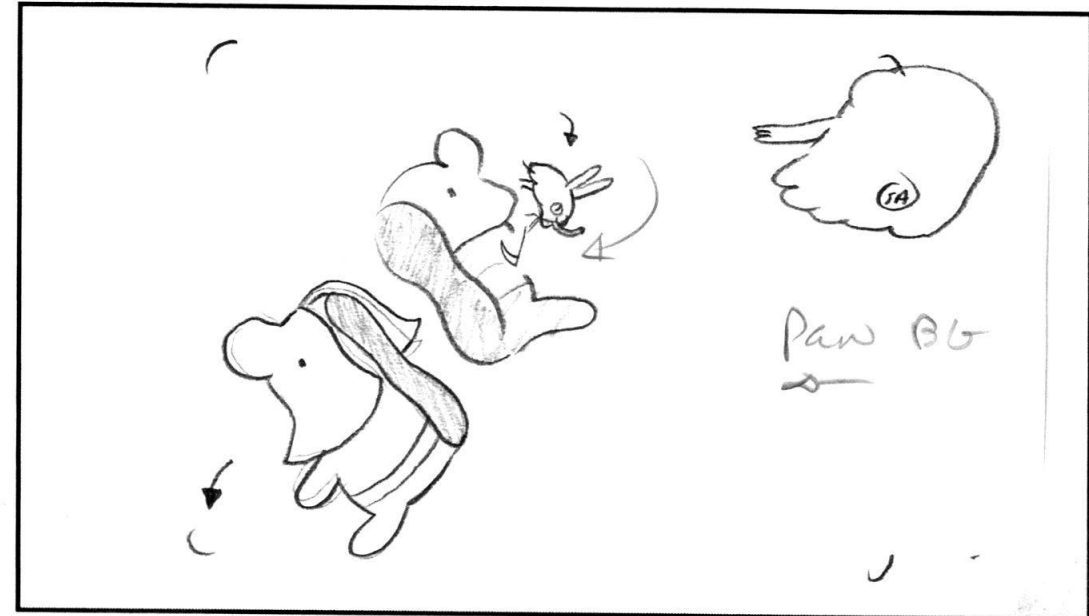
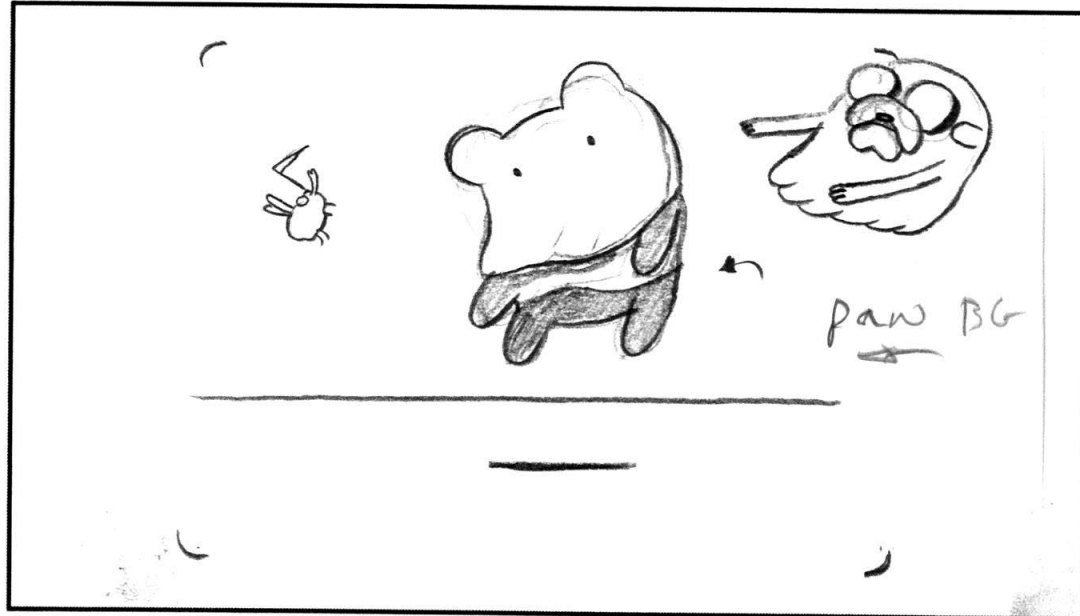
day night

Sc.

138 *cont* Pnl. *O*

Bg.

day night



Dialog:

Jake: yugh!!!

Action:

Jake throws panda

FLY SWIPES PANDA INTO 2 PIECES.

APR 23 2011

Timing:

EPISODE #

1025-181

1025/181

Production:

1025/181

ADVENTURE TIME



Sc.

176 *ant* Pnl.

P

Bg.

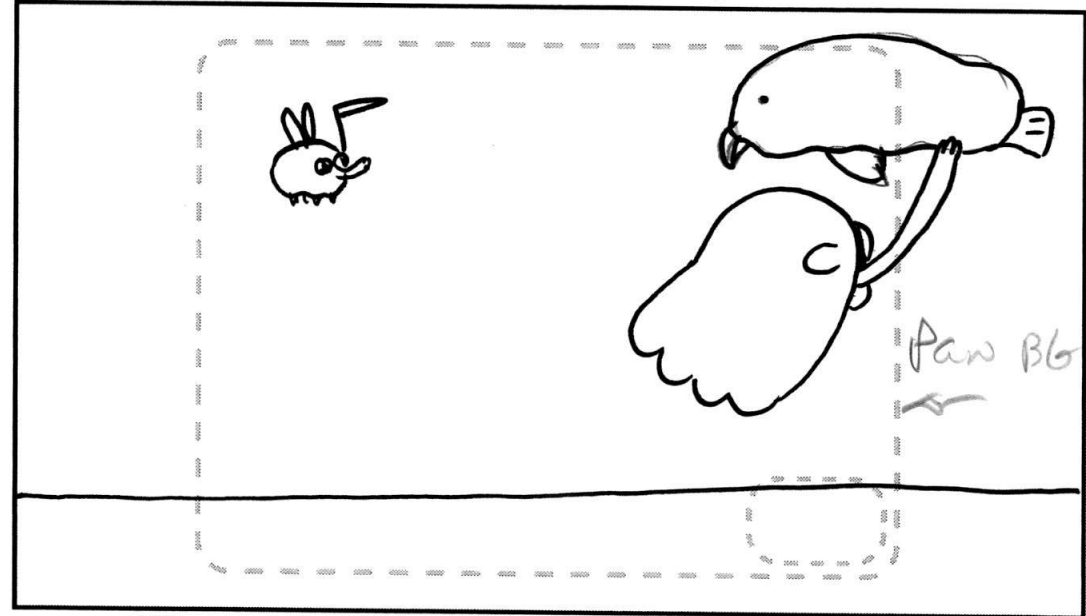
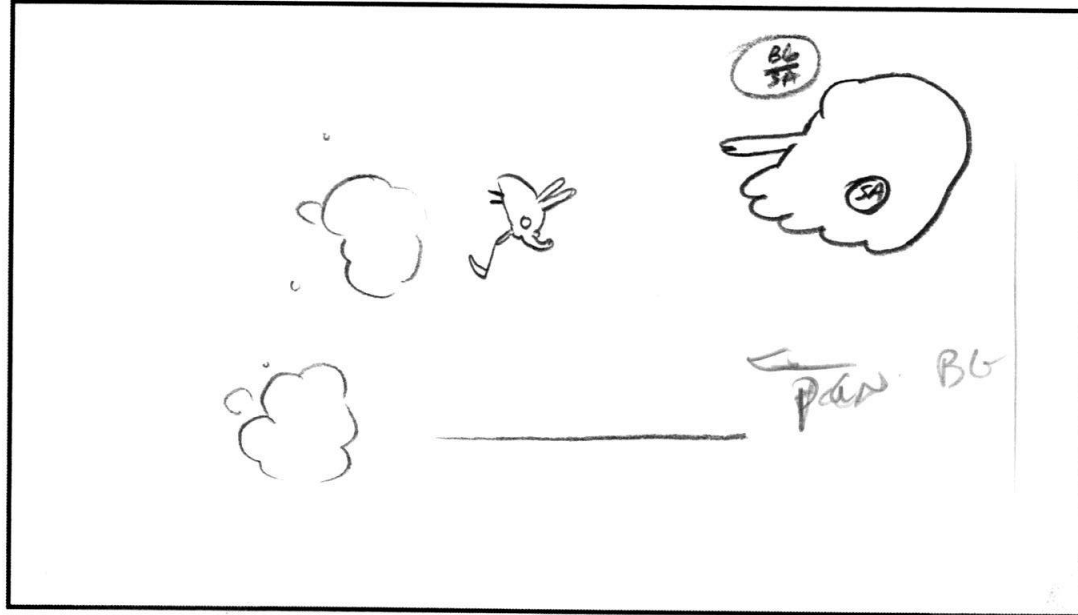
day night

Sc.

177 *ant* Pnl. Q

Bg.

day night



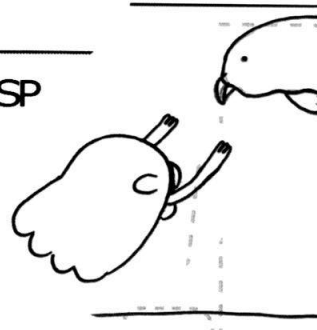
Dialog:

Jake: <panting>

Action:

PANDA VAPORIZES

SP



15 grabs parrot

APR 23 2014

Timing:

EPISODE #

Production:

1025-101

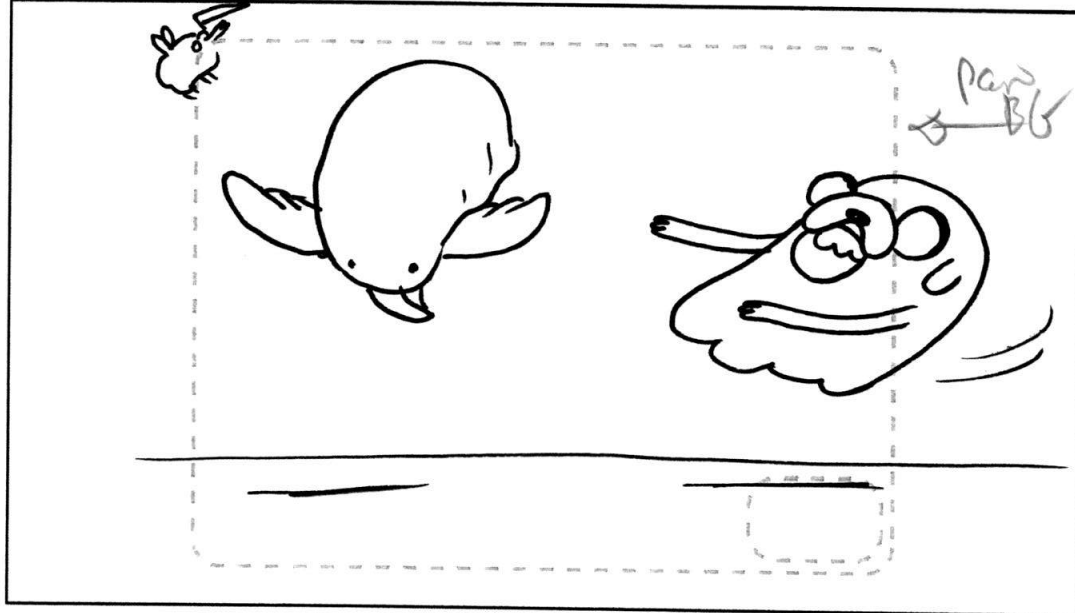
1025/181

1025/181

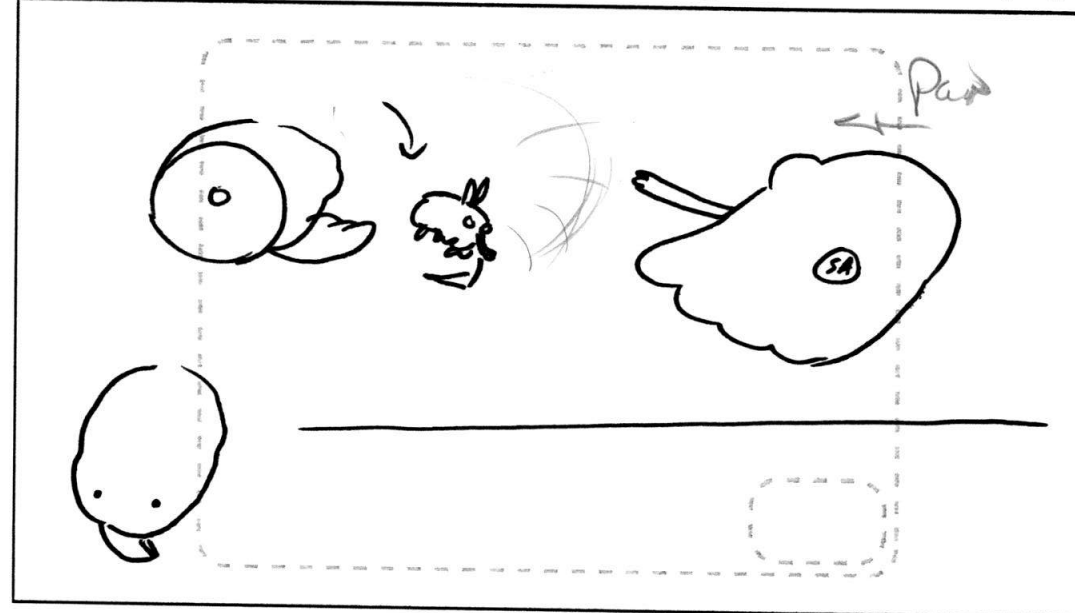
ADVENTURE TIME



Sc. 138 *cont* Pnl. R Bg. day night



Sc. 138 *cont* Pnl. S Bg. day night



Dialog:	Jake: aagh!
Action:	throws parrot FUY SWIPES PARROT INTO 2 PIECES
Timing:	APR 23 2014

Production # EPISODE #

1025-181

1025/181

1025/181

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1025/181

ADVENTURE TIME

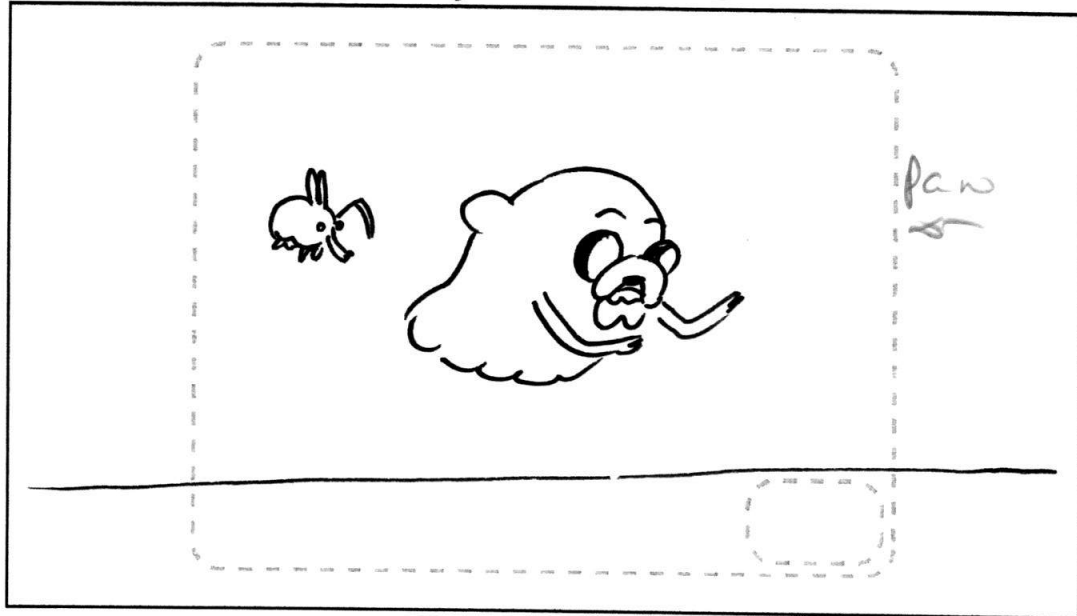


Sc.

138 ~~cont~~ Pnl. T

Bg.

day night

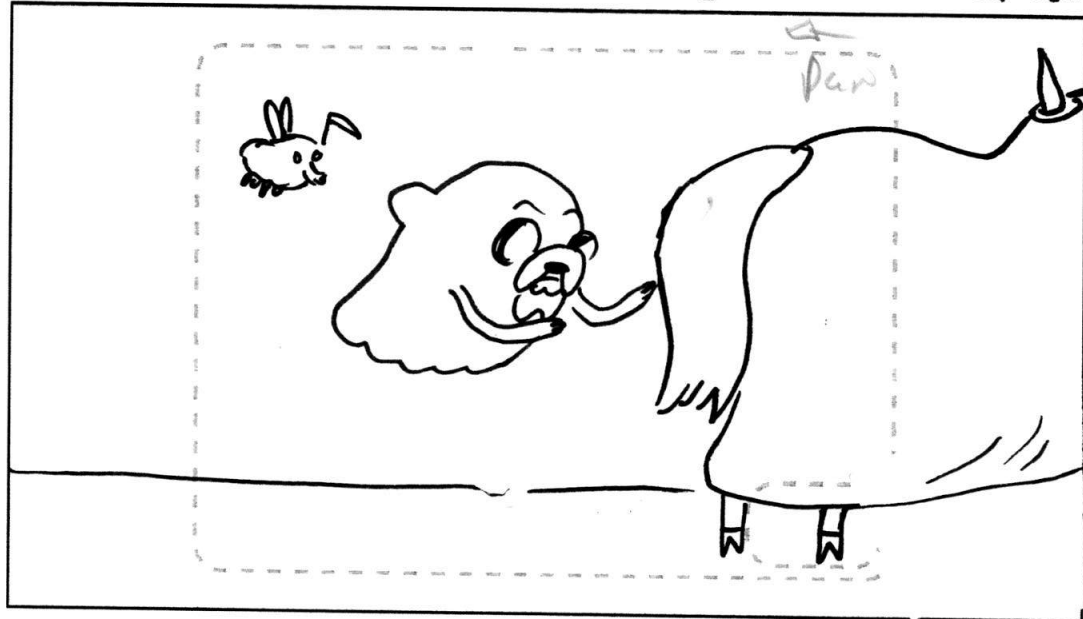


Sc.

138 ~~cont~~ Pnl. U

Bg.

day night



Dialog:

⑤ a h h h h !!!

Action:

Timing:

APR 23 2014

EPISODE #

1025-181

Production :

1025/181

1025/181

ADVENTURE TIME



Sc.

136 cont Pnl. ✓

Bg.

day night

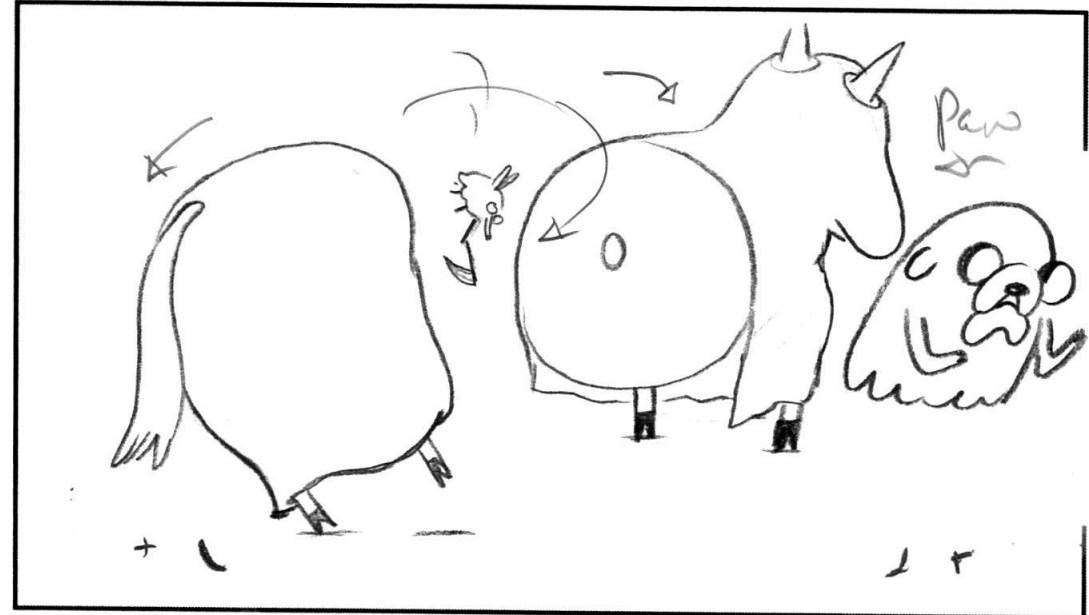
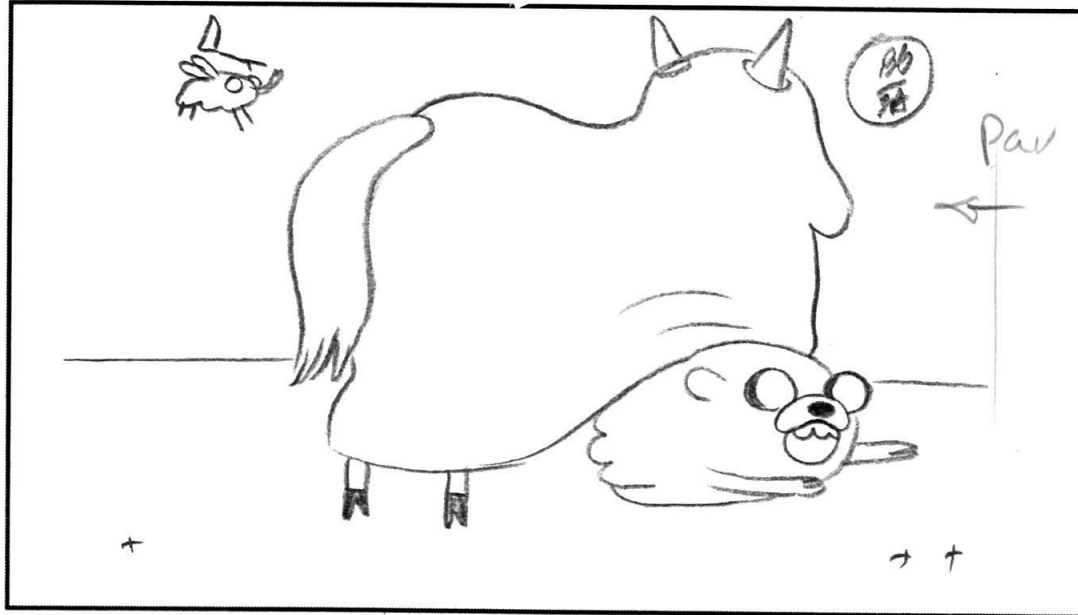
Sc.

138 cont Pnl. W

Bg.

day night

Page 242



Dialog:

Jake: <panting>

Action:

* FLY ANTIE'S SYTH BACK.

→ dives under horse

-GF SLICES GHOST HORSE IN TWO

APR 23 2014

Timing:

EPISODE #

1025-181

1025/181

Production:

1025/181

1025/181

ADVENTURE TIME



Sc.

138 *CONT* Pnl. X

Bg.

day night

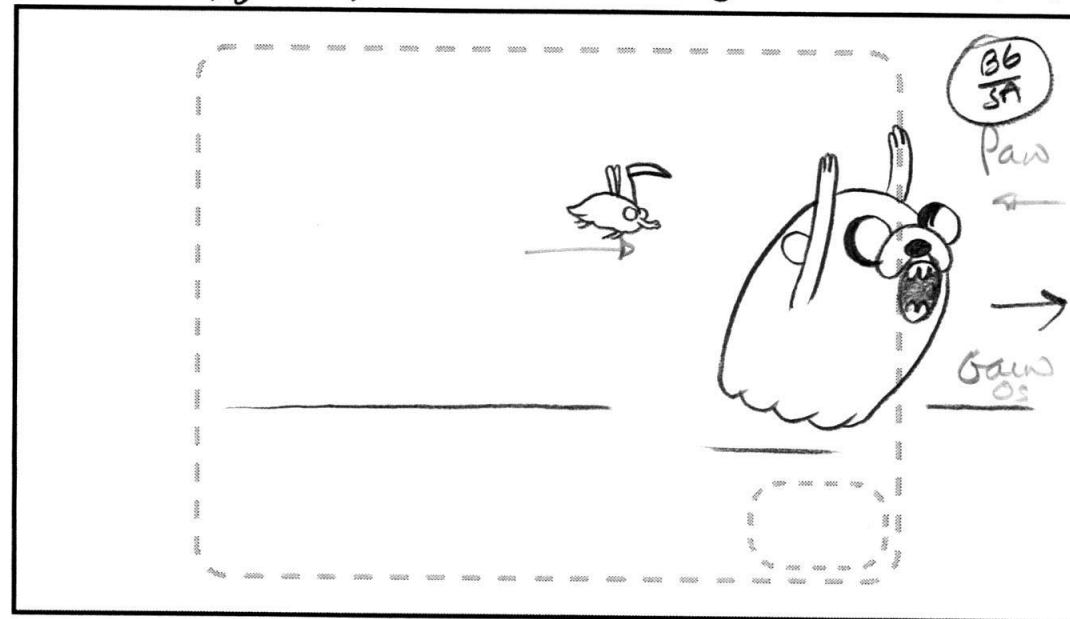
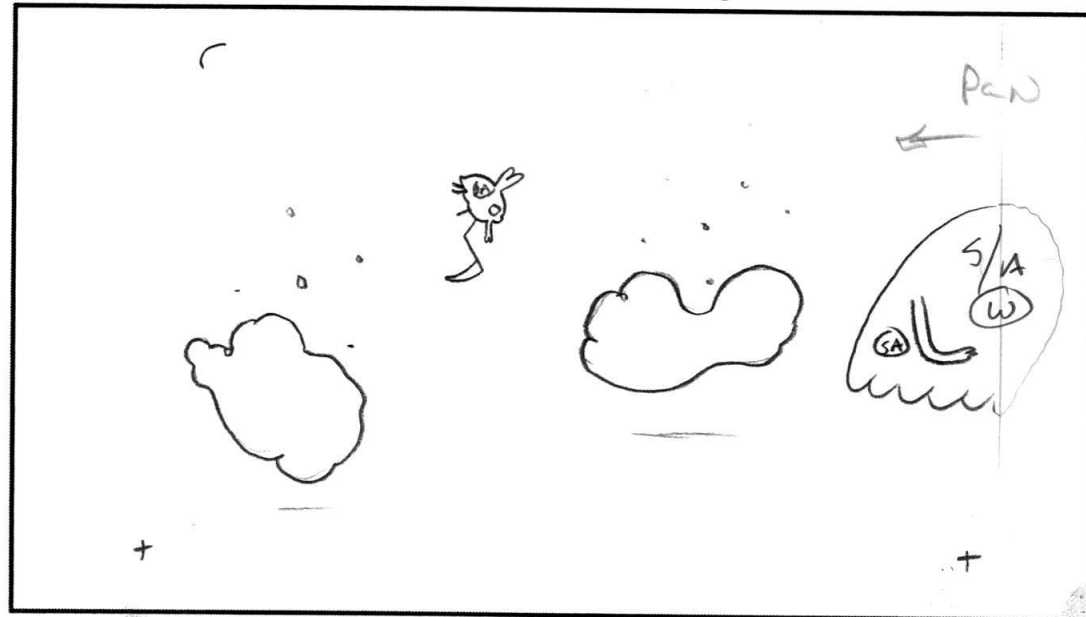
Sc.

138 *CONT* Pnl. Y

Bg.

Page 243
day night

cut



Dialog:

(J): AAAAH!

Action:

(HORSE POOFS AWAY)
DISSIPATES OFF. 1⁰⁰

- GF CHASES J. OFF/S.

GF GAINS CLOSER ON JAKE

APR 23 2014

Timing:

EPISODE #

1025-181

1025/181

Production:

1025/181

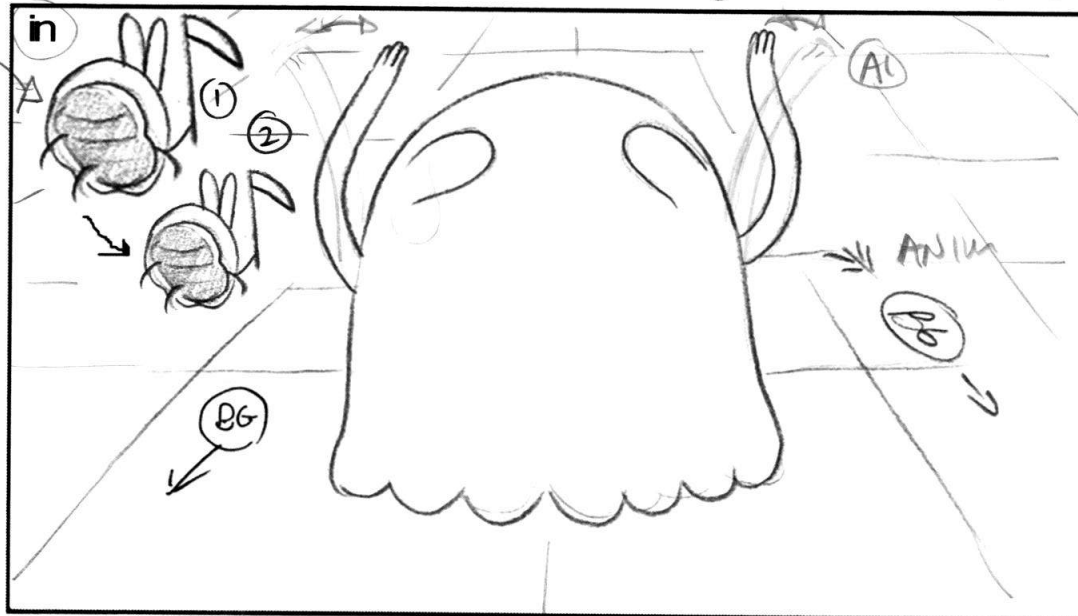
1025/181

Cut

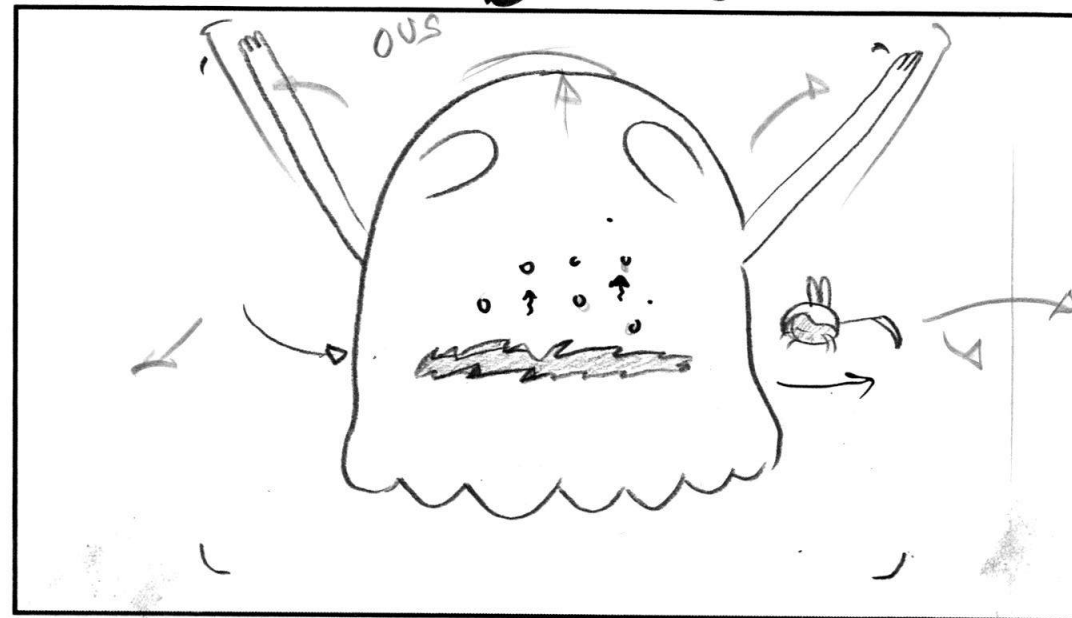
ADVENTURE TIME



Sc. 139 Pnl. A Bg. day night



Sc. 139 cont Pnl. B Bg. day night

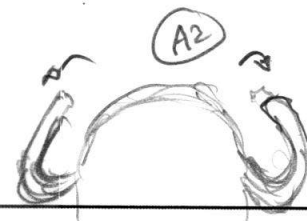


Dialog:

Action:

- BG PANS.

Timing:



SFX: *SWOOSH!*

Fly slices Jake's back

APR 23 2014

EPISODE #

1025-181

Production:

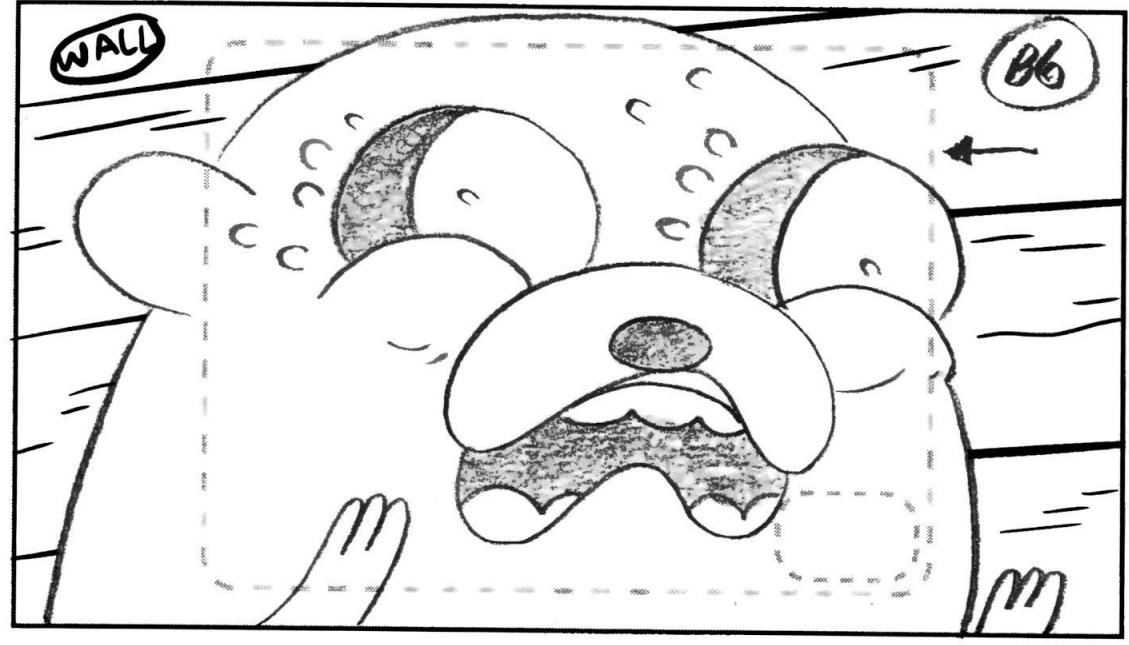
1025/181

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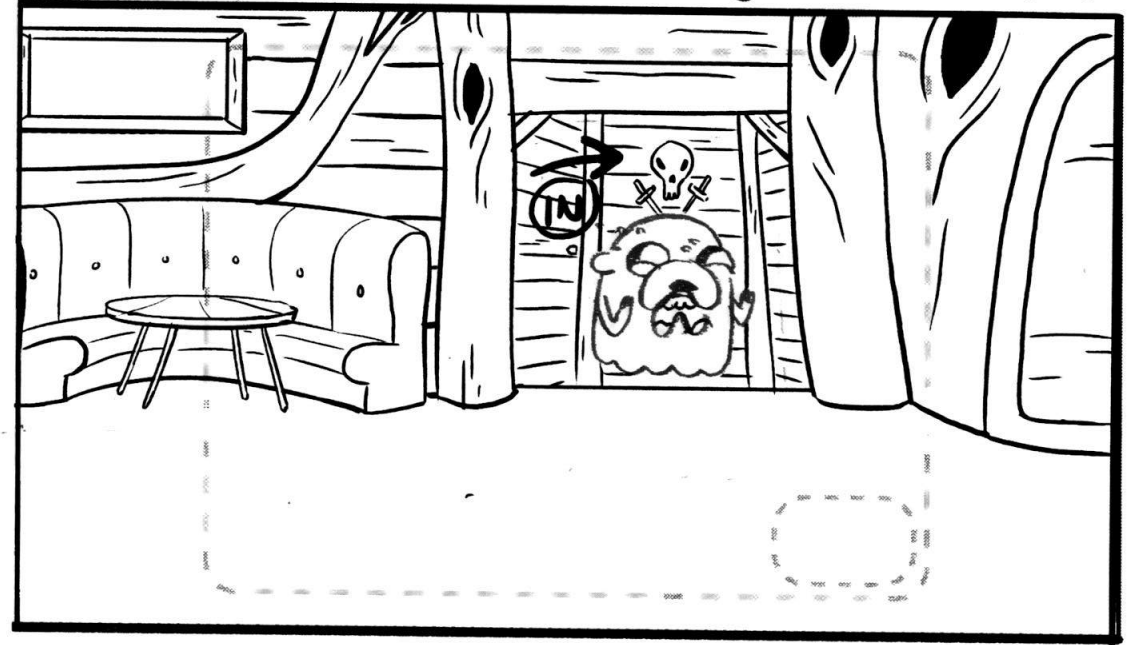
ADVENTURE TIME



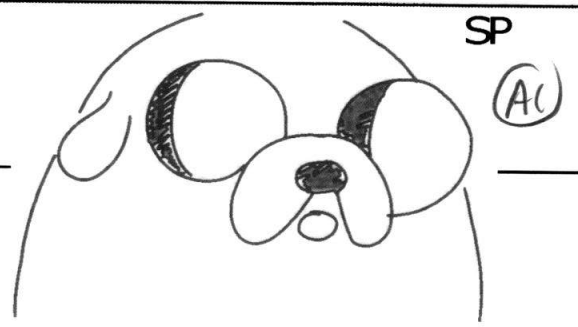
Sc. 140 Pnl. A Bg. day night



Sc. Cut 141 Pnl. A Bg. day night



Dialog:	(J): [SHRIEEEEK!!!]	
Action:	SP (AC)	- J. FLOATS THROUGH DOORWAY - Ref. for sc. 141 pan on pg. 248A
Timing:	APR 23 2014	



EPISODE # 1025/181 1025-181
Production:

ADVENTURE TIME

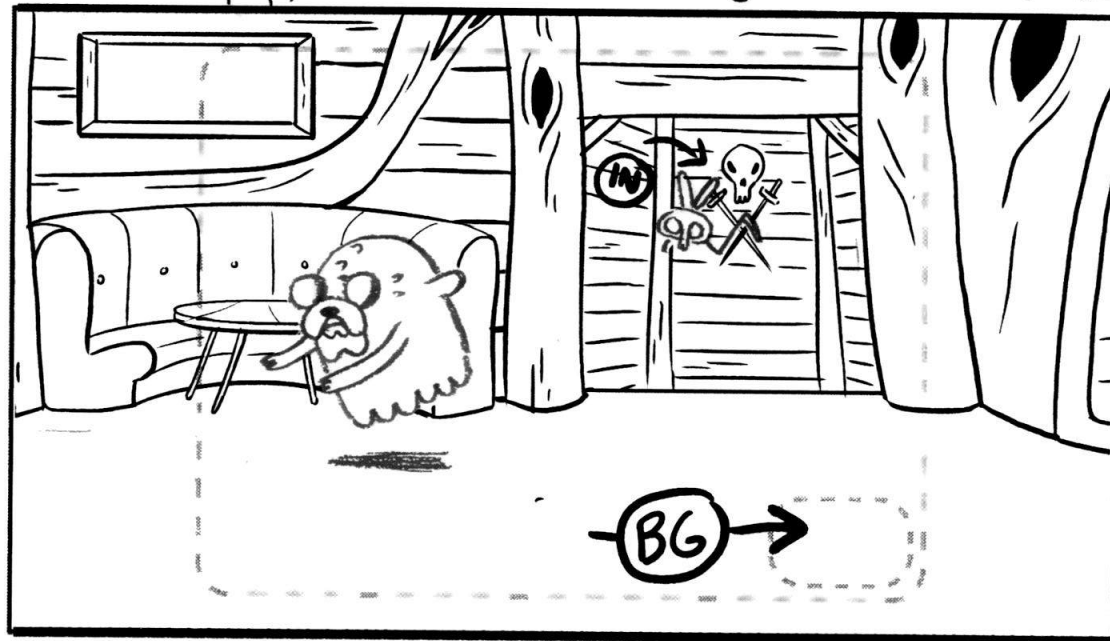


Sc.

141 cont Phil. B

Bg.

day night

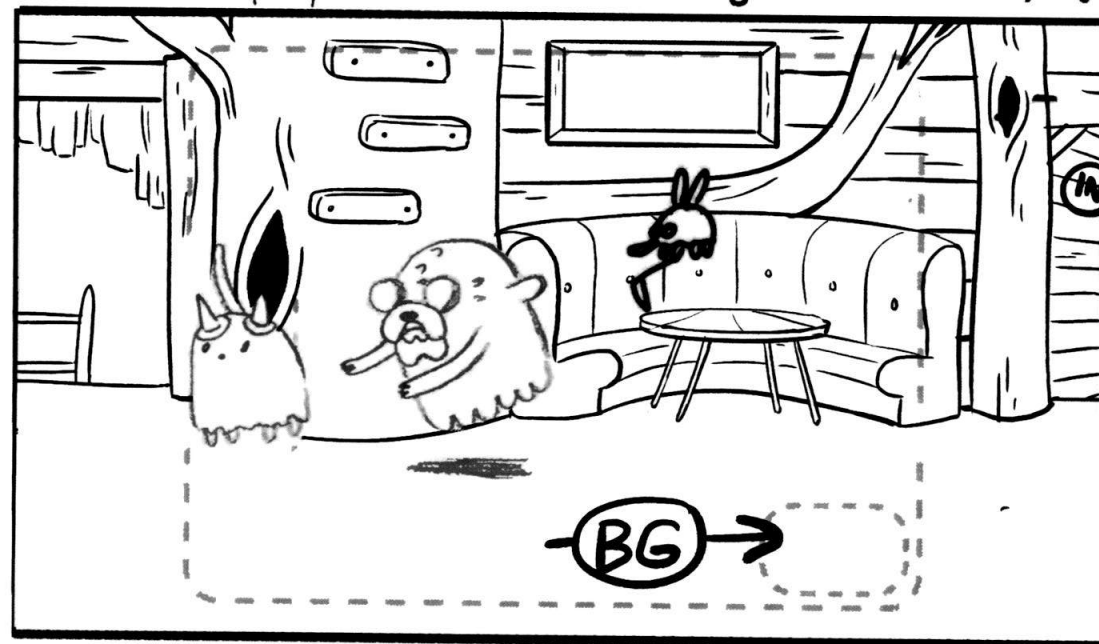


Sc.

141 cont Phil. C

Bg.

Page 246
246A NEXT
day night



Dialog:

Action:

- GF APPEARS IN DOORWAY

Timing:

APR 23 2014

EPISODE #

Production:

1025/181 1025-181

1025/181

ADVENTURE TIME



Sc. Pnl. Bg. day night

Sc. 14 / cont Pnl. D Bg.

Page 246 A
247 NEXT
day night

Dialog:

Action:

Timing:

- J. TRIPS over cat

APR 23 2014

EPISODE #

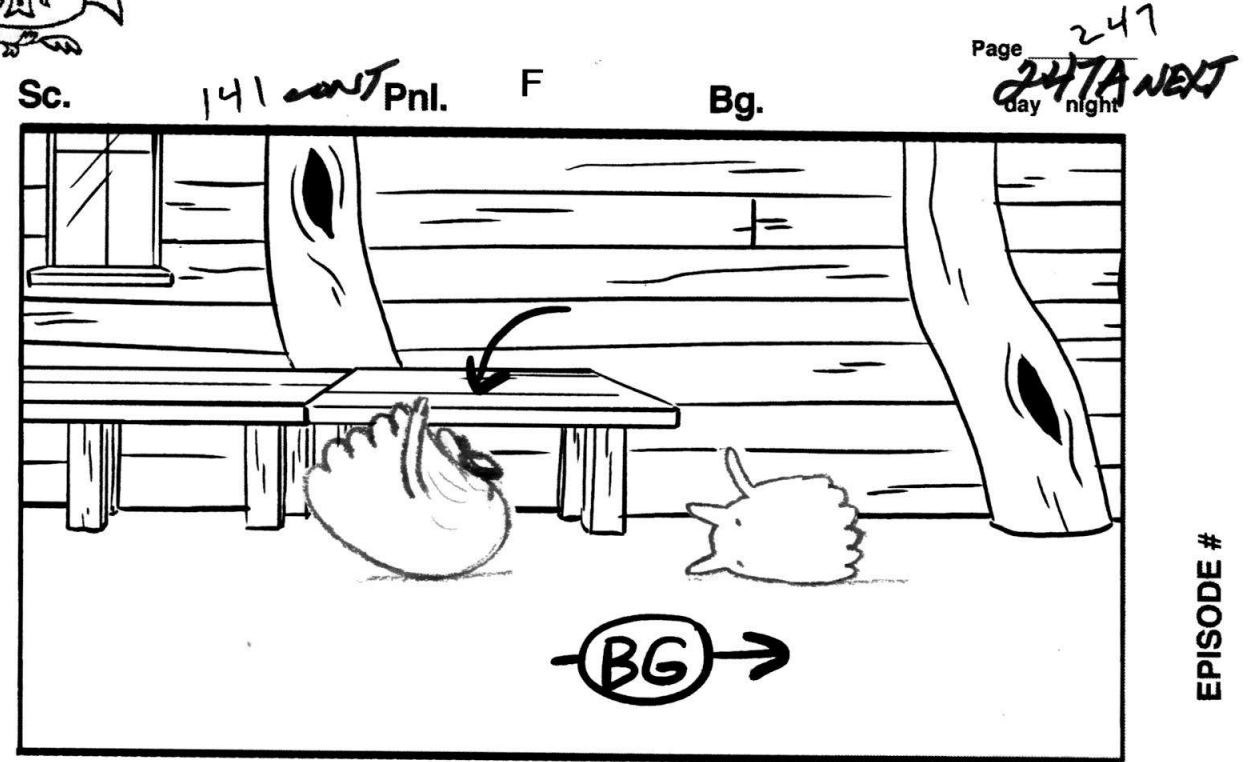
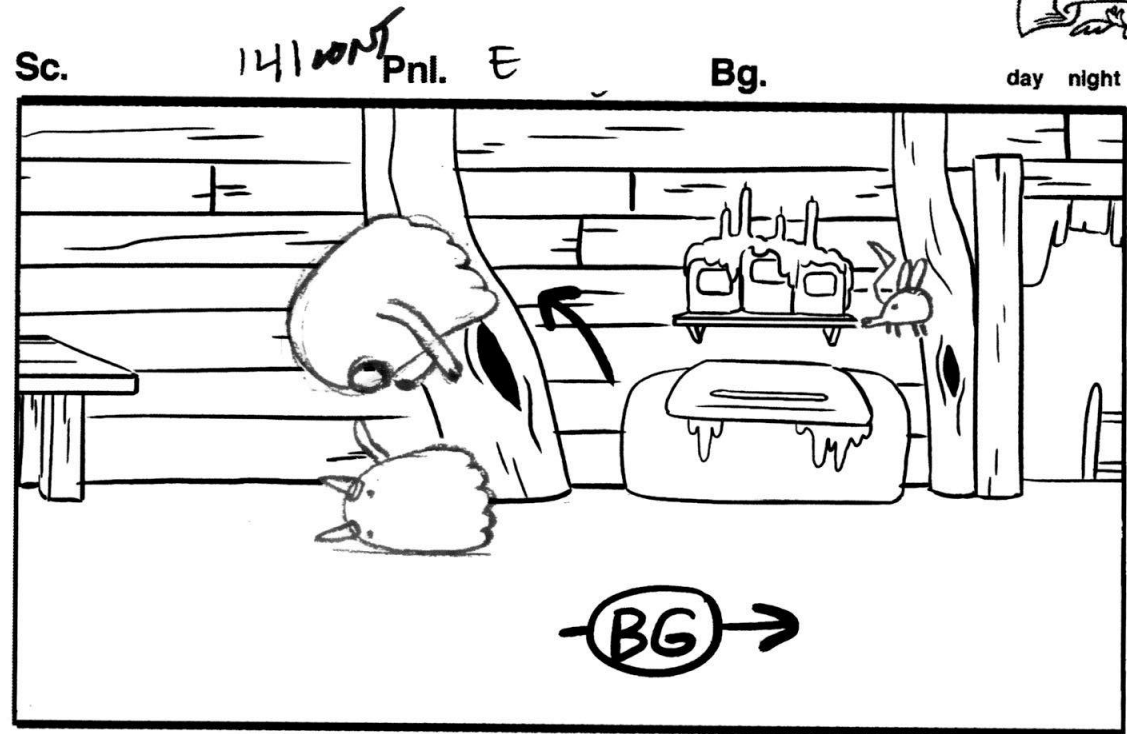
Production:

1025-181

1025/181

1025/181

ADVENTURE TIME



Dialog:

Action:

JAKE TUMBLES OUT OF CONTROL.

Timing:

APR 23 2014

EPISODE #

Production:

1025/181 1025-181

1025/181

ADVENTURE TIME

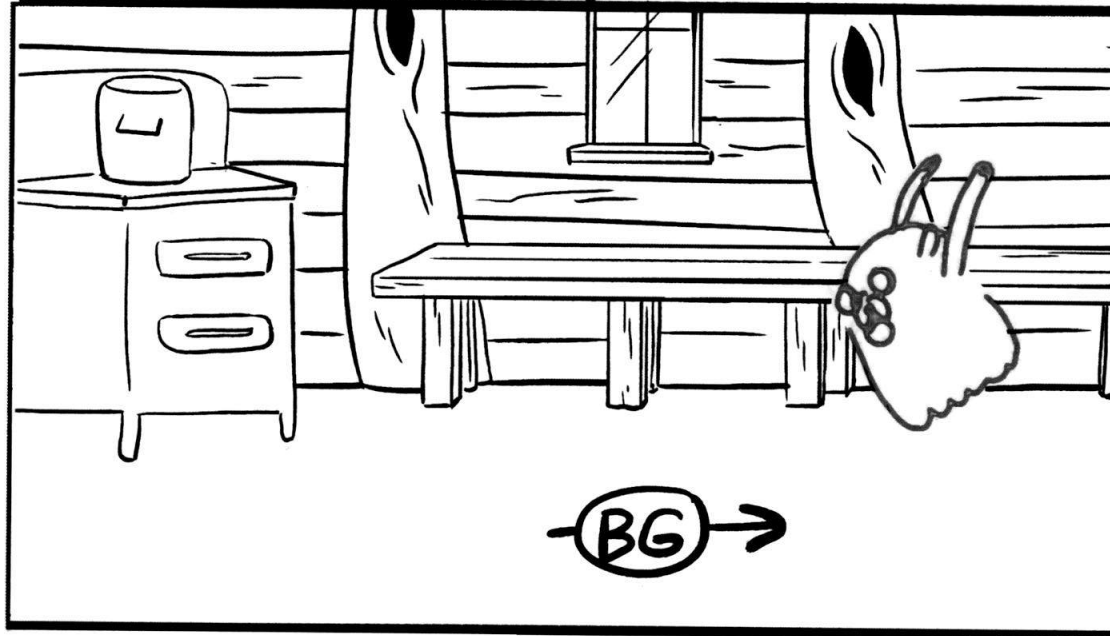


Sc.

141 *cont* Pnl. G

Bg.

day night

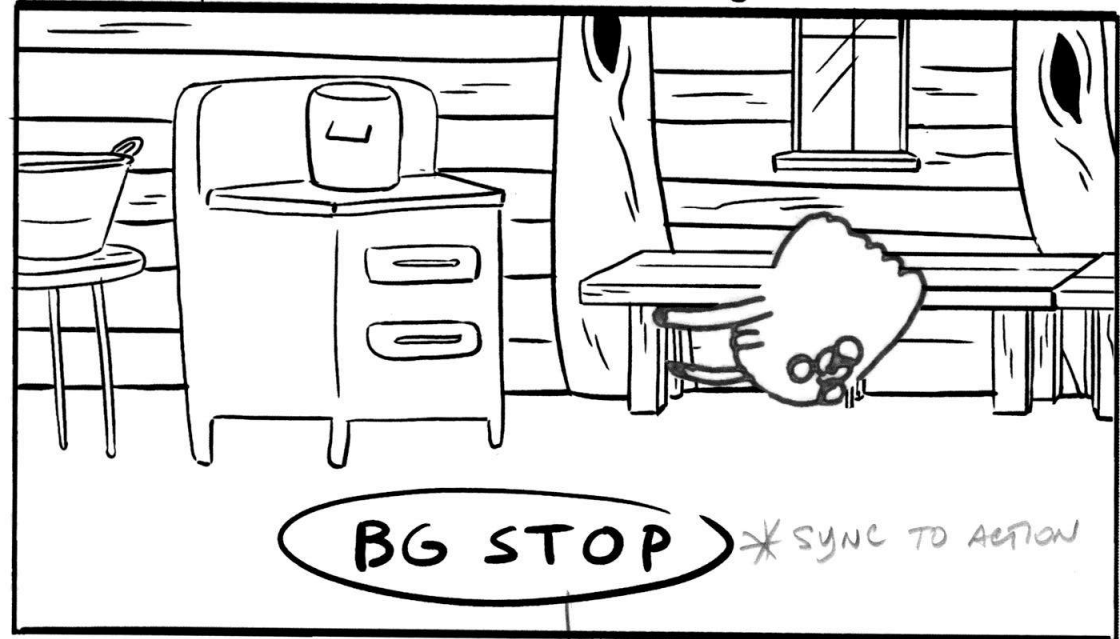


Sc.

141 *cont* Pnl. H

Bg.

Page ^{247A}
247B NEXT
day night



Dialog:

J : WHOOP!

Action:

JAKE CONTINUES TO TUMBLE...

Timing:

APR 23 2014

EPISODE #

Production:

1025/181 1025-181

1025/181

1025/181

ADVENTURE TIME



Sc.

141 *cont* Pnl. I

Bg.

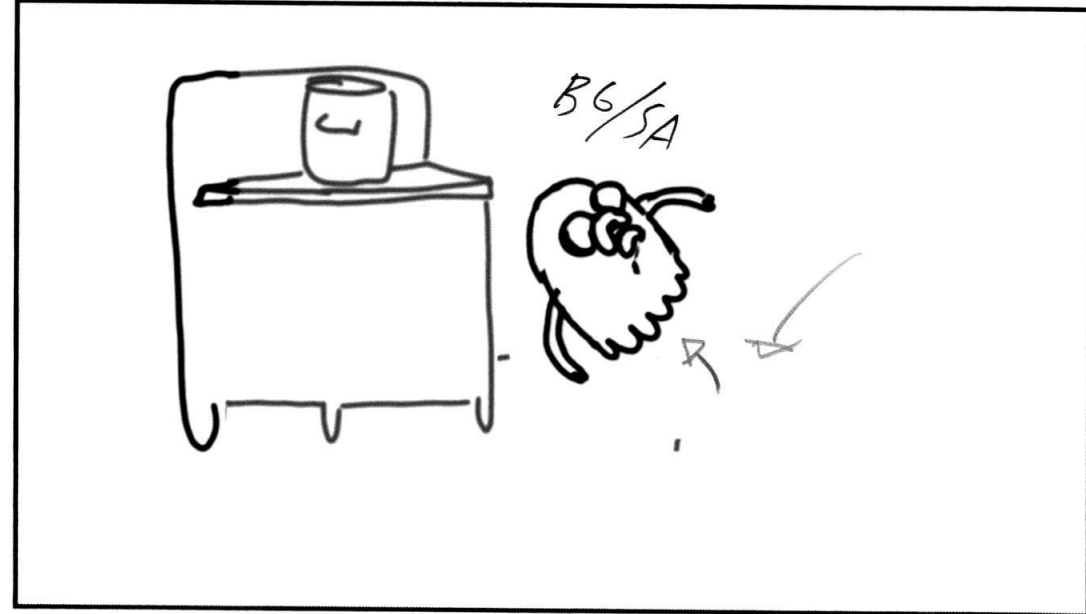
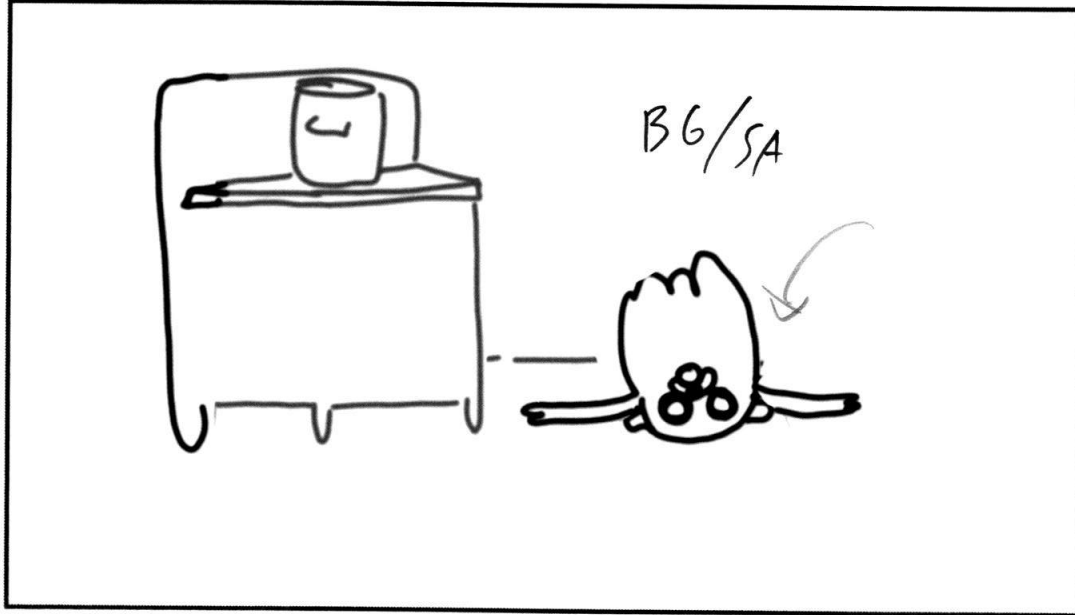
day night

Sc.

141 *cont* Pnl. J

Bg.

Page ^{247 B}
240 NEXT
day night



Dialog:

J : Whoa!

Action:

JAKE TUMBLES - HITS FLOOR ...

BOUNCES INTO STOVE...

Timing:

APR 23 2014

EPISODE #

1025-181

1025/181

Production:

1025/181

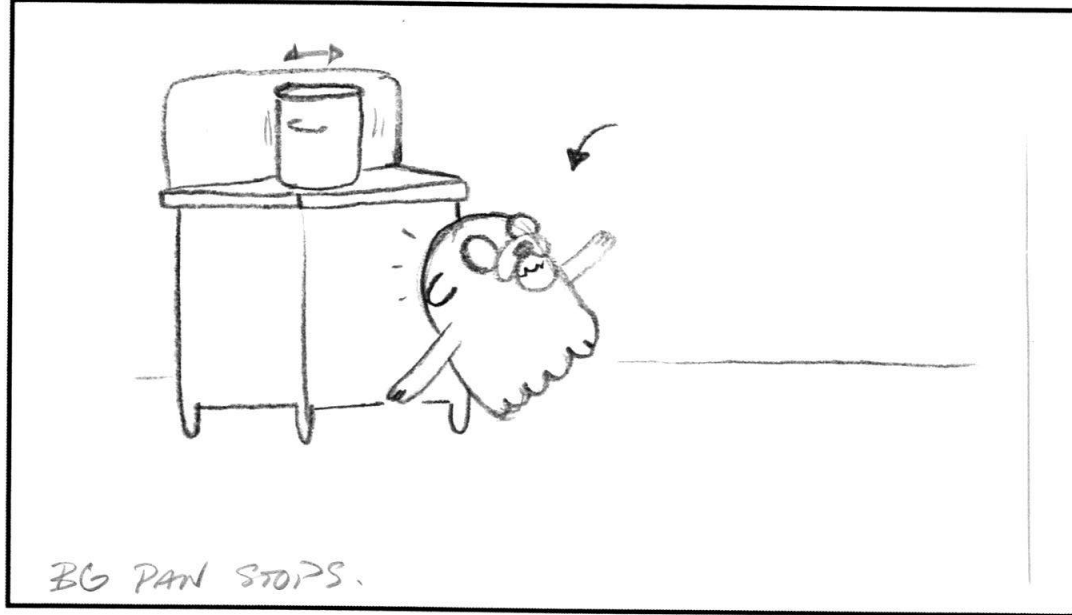
ADVENTURE TIME



Sc. 141 *cont* Pnl. K

Bg.

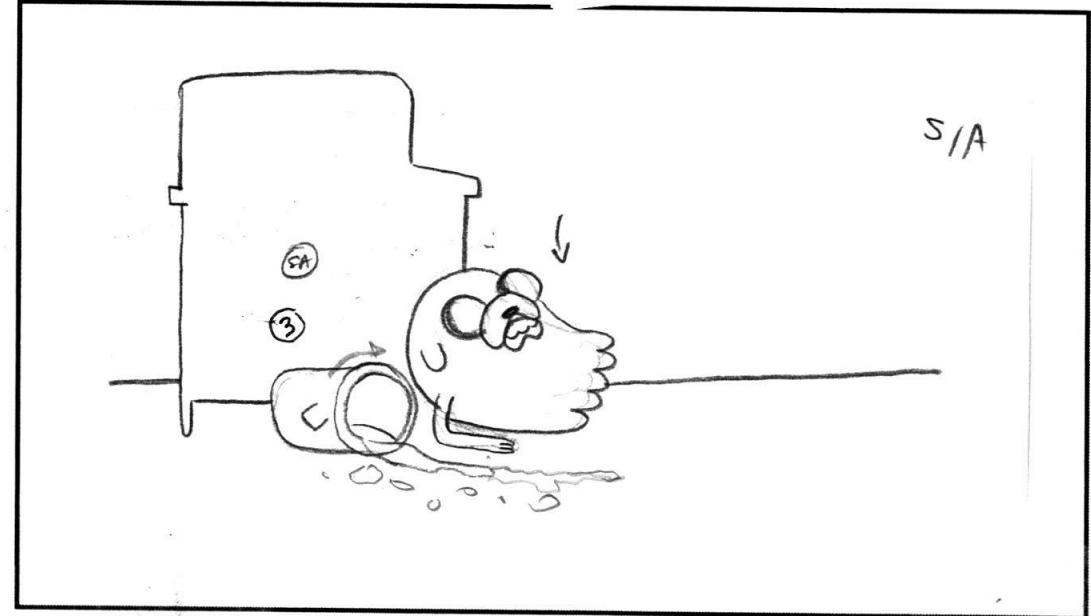
day night



Sc. 141 *cont* Pnl. L

Bg.

Page 248
248A NEXT
day night



Dialog:

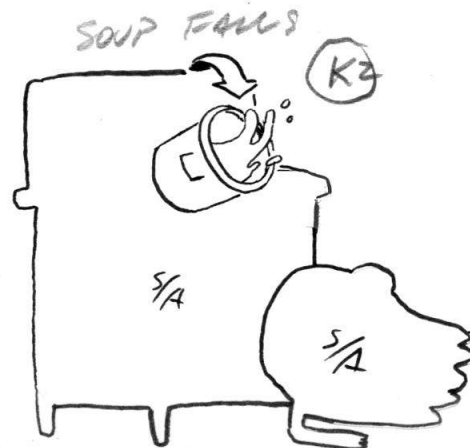
SFX: BONK!

J: [IMPACT]

Action:

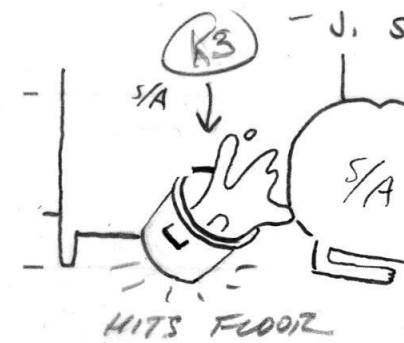
- J. HITS STOVE.
SOUP SHAKES

Timing:



- SOUP SPILLS
- J. SINKS TO GROUND.

APR 23 2014



EPISODE #

1025-181

1025/181

Production:

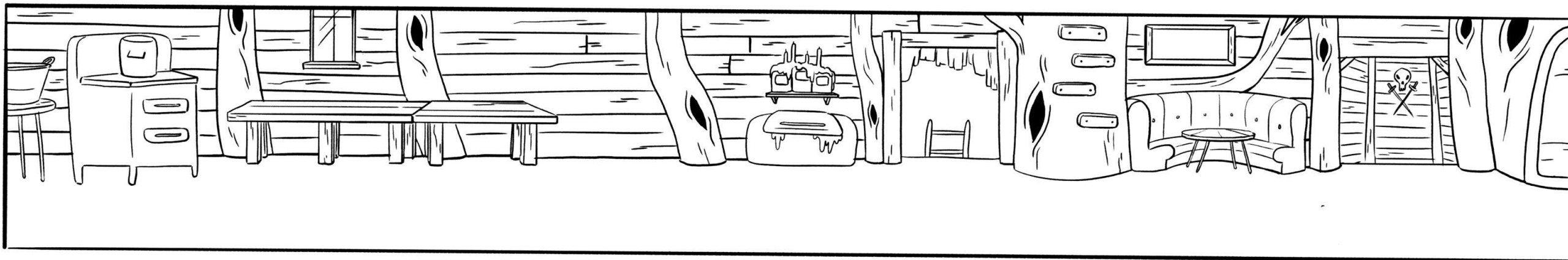
1025/181

1025/181

ADVENTURE TIME



Page 248 A
249 NEXT



PAN REF FOR SC. 141

APR 23 2014

1025/181

1025/181

1025/181

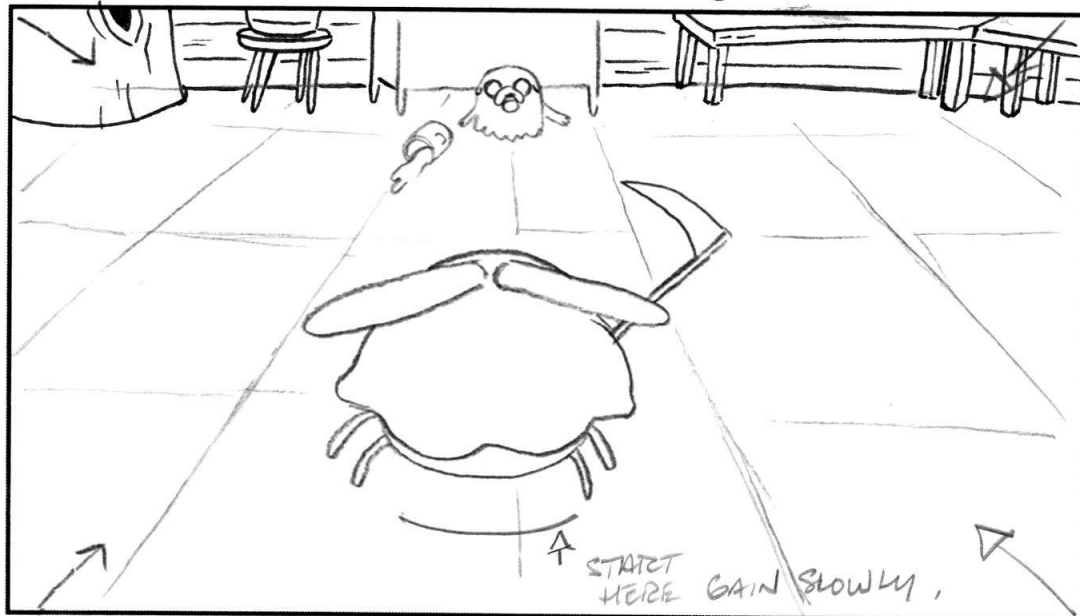
1025/181

How
Cut

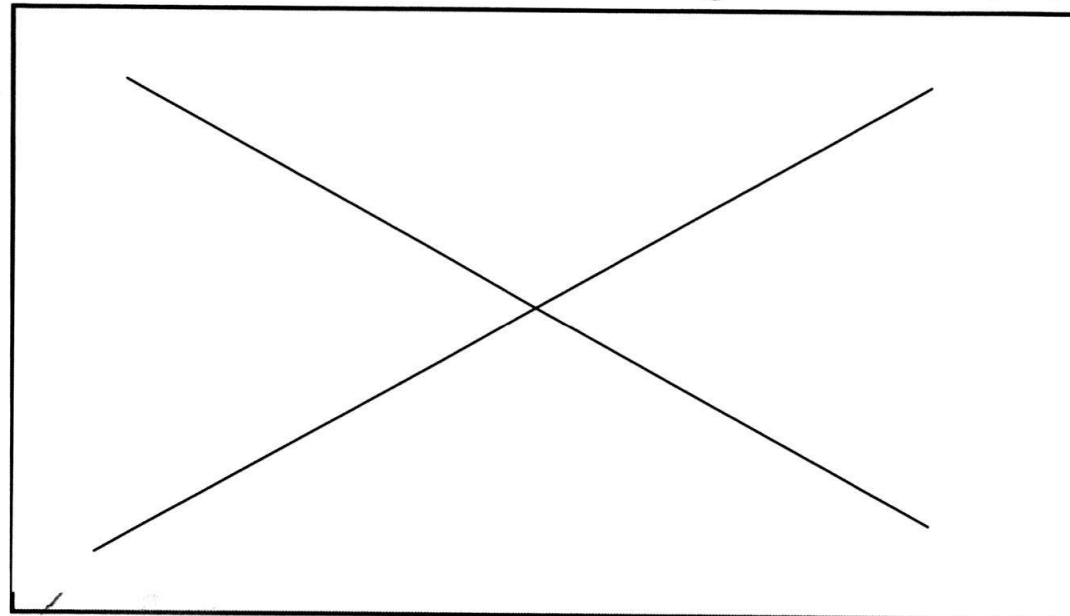
ADVENTURE TIME



Sc. 142 Pnl. A Bg. day night



Sc. Pnl. Bg. day night



Page 249
249A NEXT
day night

Dialog:

GF: (MILEVACENT) WOOOO!
* START JAKE OUT OF FOCUS — JAKE INTO FOCUS.

Action:

- TRACK W/ G.F.
- ANIM
- TRACK IN ON JAKE

Timing:

APR 23 2014

Production:

EPISODE #

1025-181

1025/181

1025/181

1025/181

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ADVENTURE TIME



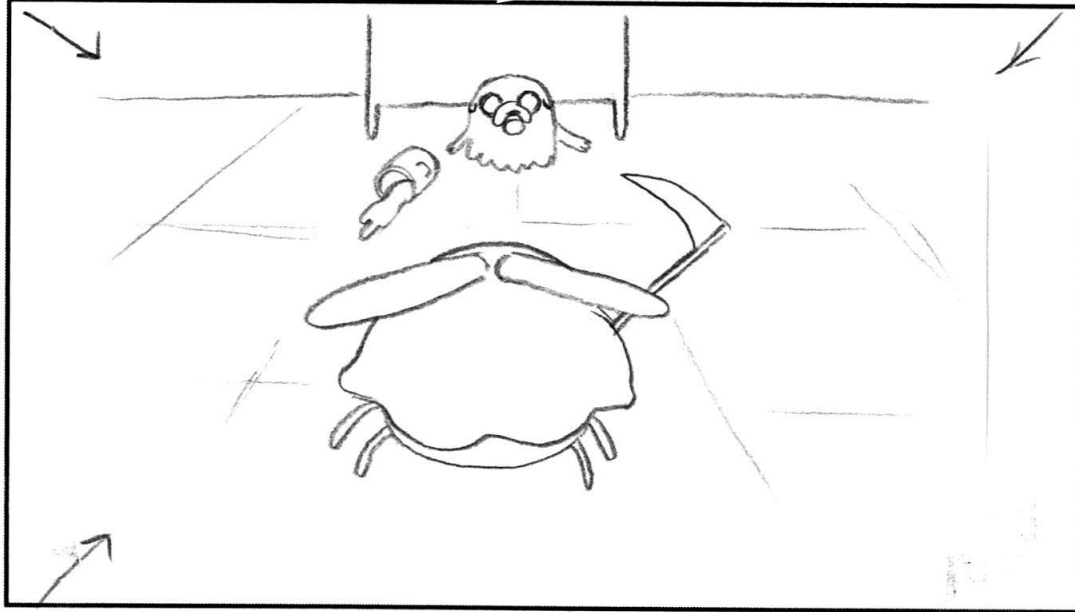
Sc.

142 *cont* Pnl.

B

Bg.

day night

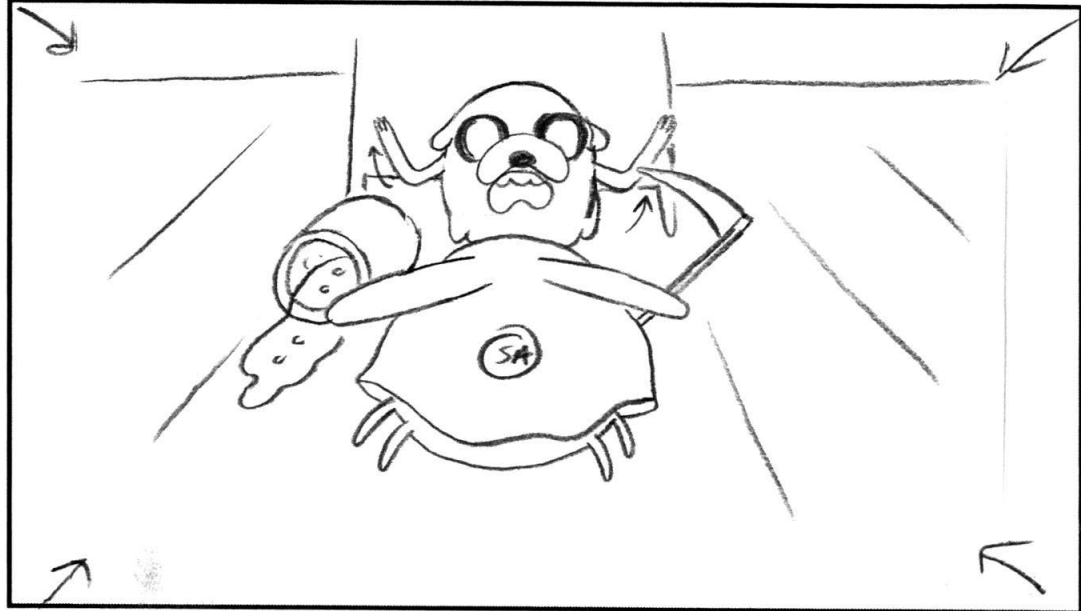


Sc.

142 *cont* Pnl.

C

Bg.



Page

249A

day night

250 *next*

Hu
cut

Dialog:

GF: (malevolent) Wooooo!

Action:

- TRACK W/ G.F.
- TRUCK IN ON JAKE

Timing:

APR 23 2011

EPISODE #

1025-181

1025/181

Production:

1025/181

1025/181

Ho
cut

ADVENTURE TIME



Sc. 143

Pnl.

A

Bg.

day night

Sc.

143 cont

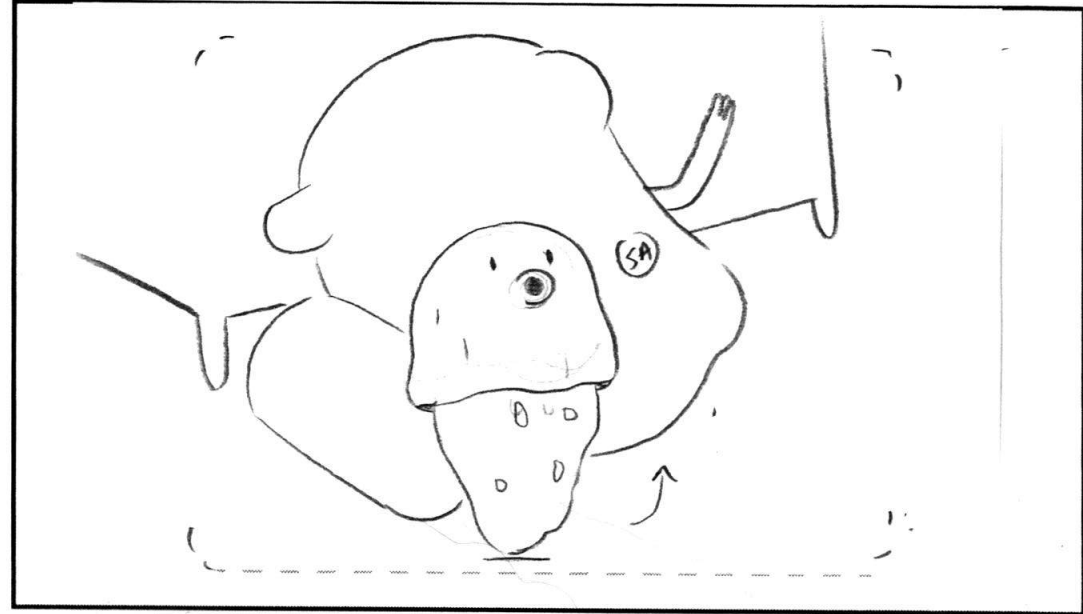
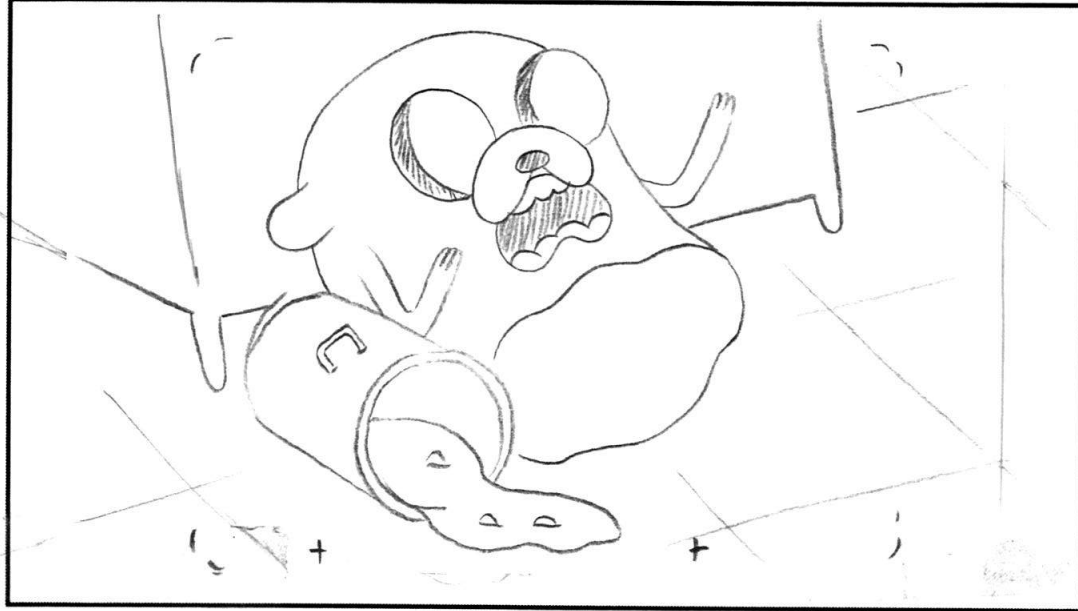
Pnl.

B

Bg.

Page 250
day night

cut

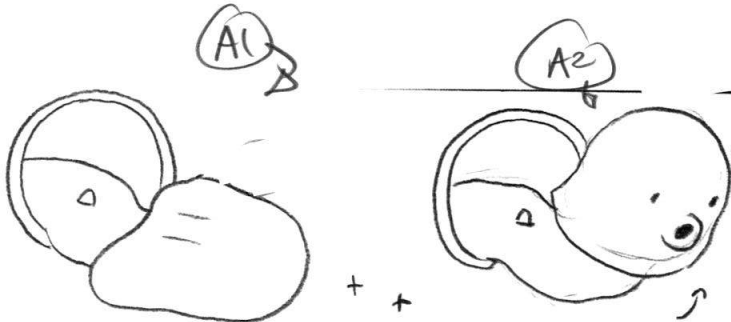


Dialog:

(5): AHHHHH

5/A
A
A3

Action:



Timing:

+ + + +

SOUP GHOST:

WOOOOOOO ...



EPISODE #

1025-181

1025/181

Production:

1025/181

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1025/181

Cut

ADVENTURE TIME

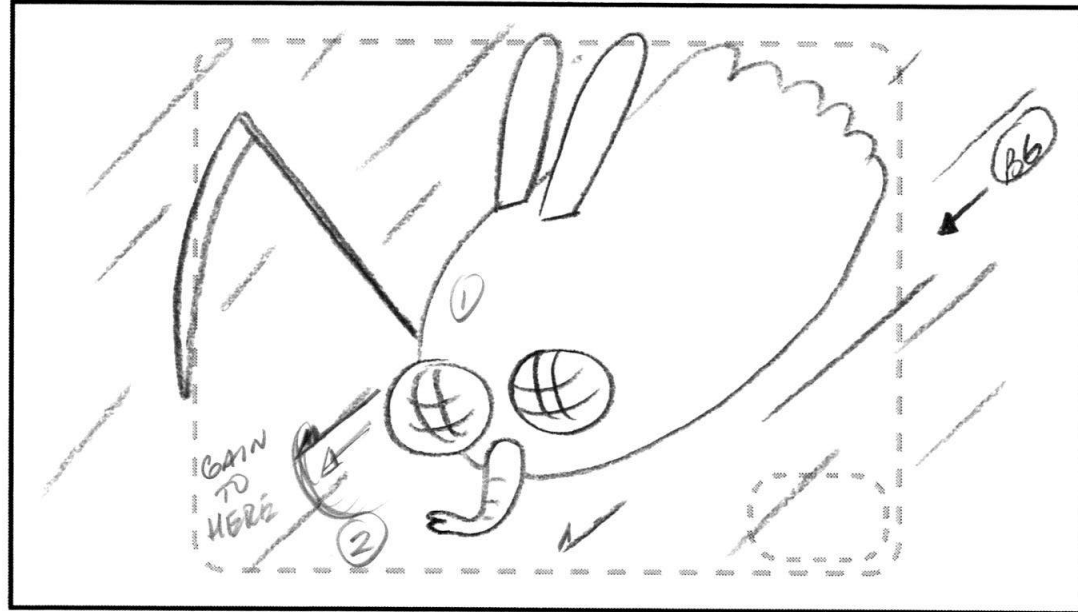


NO
SC
145

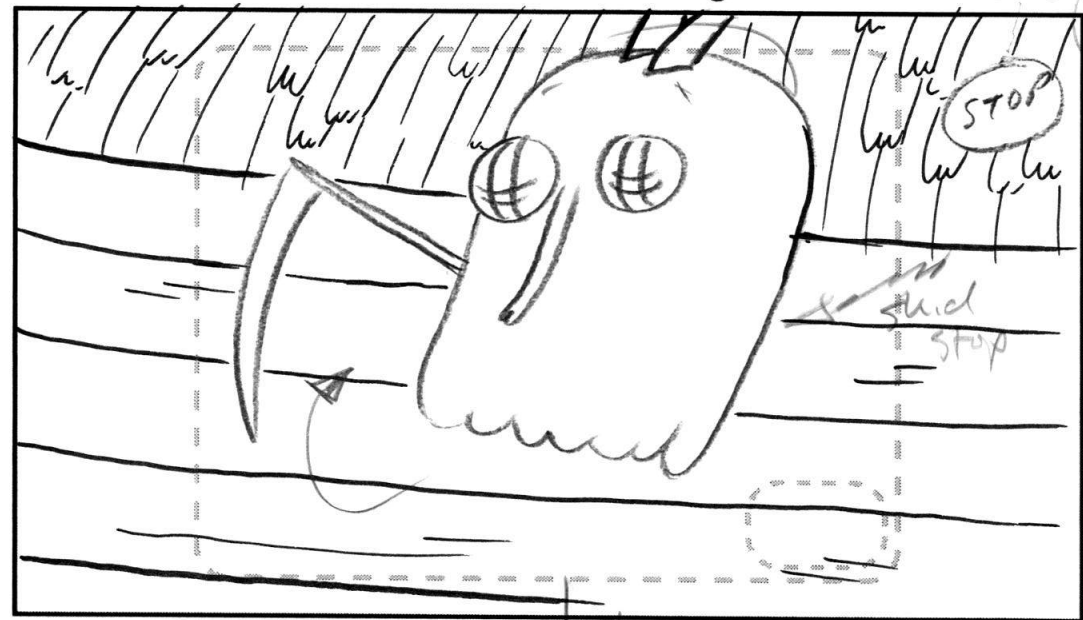
Page 251

Cut

Sc. 144 Pnl. A Bg. day night



Sc. 144 CONT Pnl. B Bg. BUS day night



Dialog:

Action:

FLY GAINS FOREWARD...

(B6 STOPS)

FLY REACTS UP/BACK IN SURPRISE

Timing:

APR 23 2014

1025-181

EPISODE #

1025/181

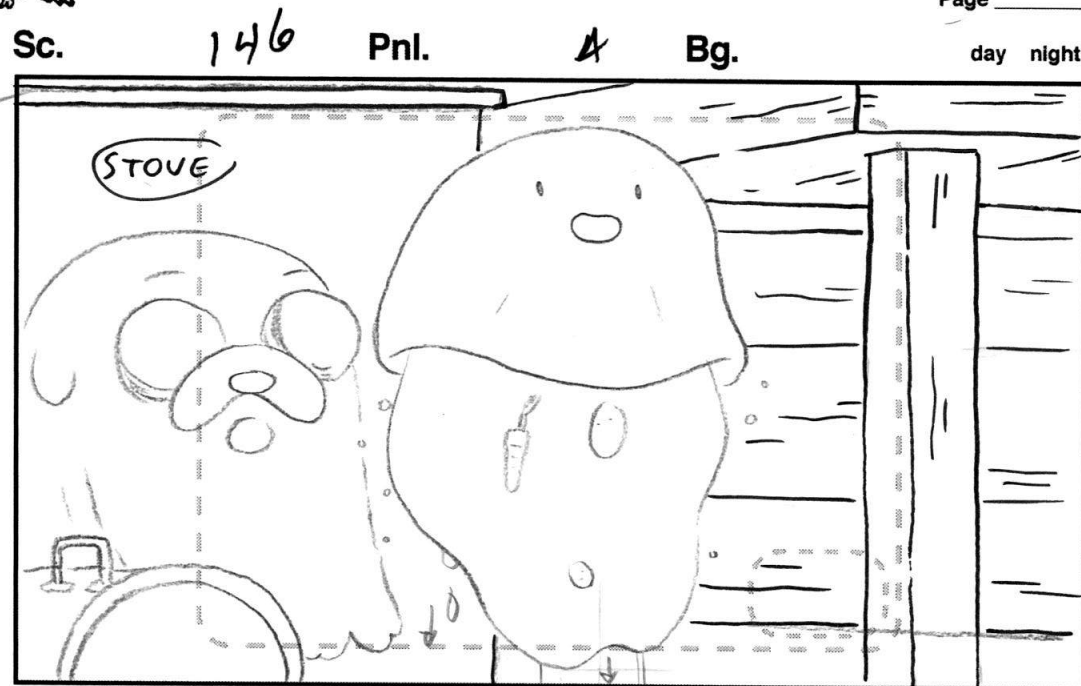
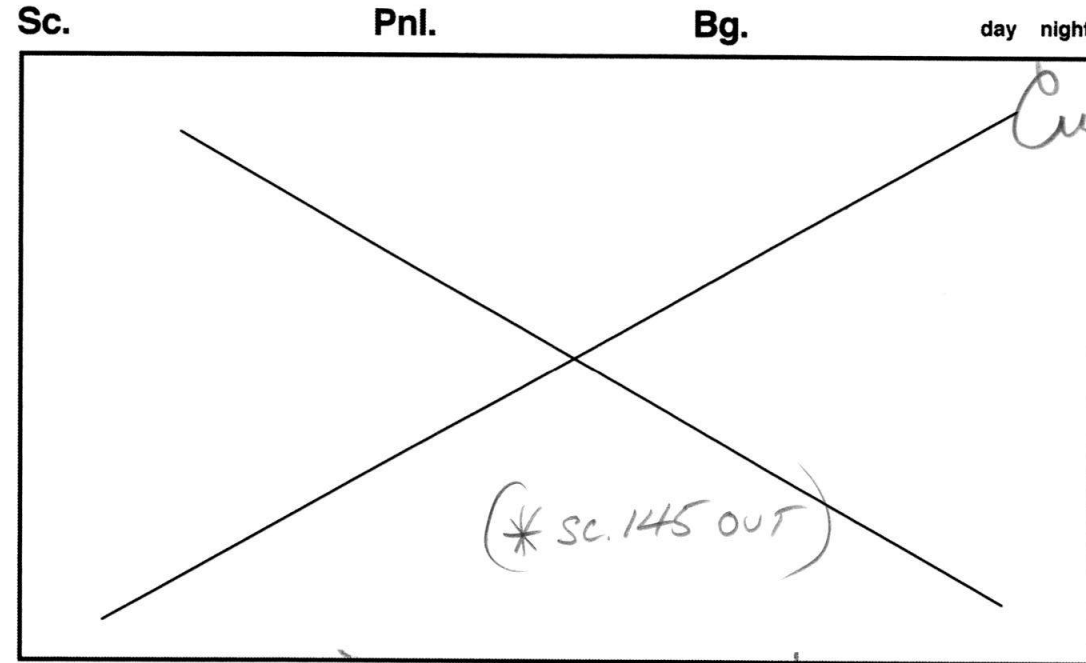
Production:

1025/181

ADVENTURE TIME



Page 252



Dialog:	<p><u>SOUP GHOST</u>: (HAPPY) WO OOOO</p>	
Action:	<p>(A1)</p>	<p>(A2)</p>
Timing:	<p>* SOUP DRIPS 1.08 cycle (OVERLAP) DRIPS</p>	

APR 23 2014

1025/181

EPISODE # 1025-181

1025/181

Production:

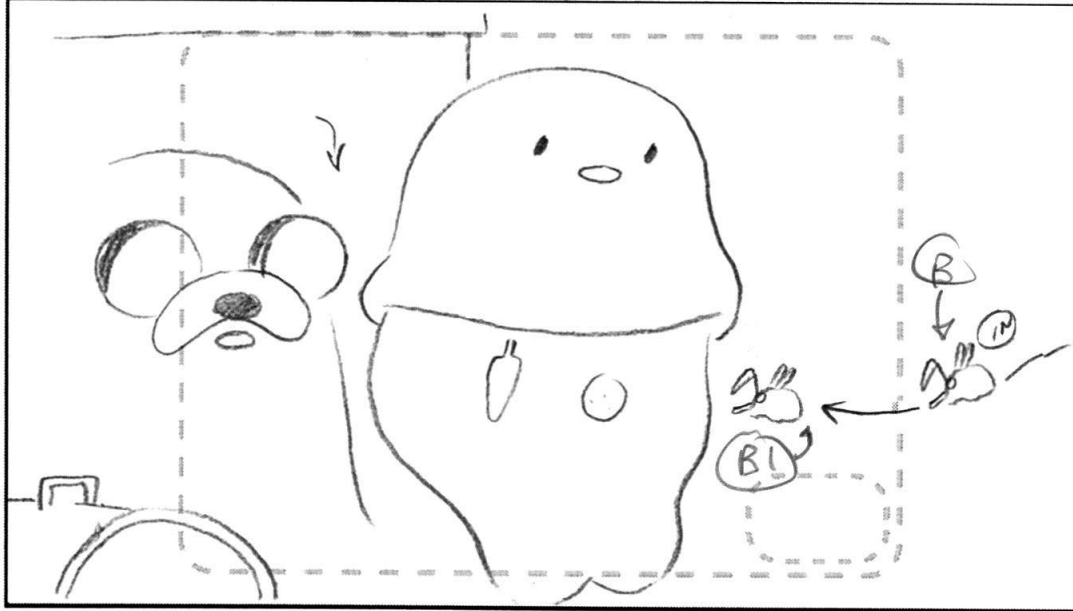
1025/181

1025/181

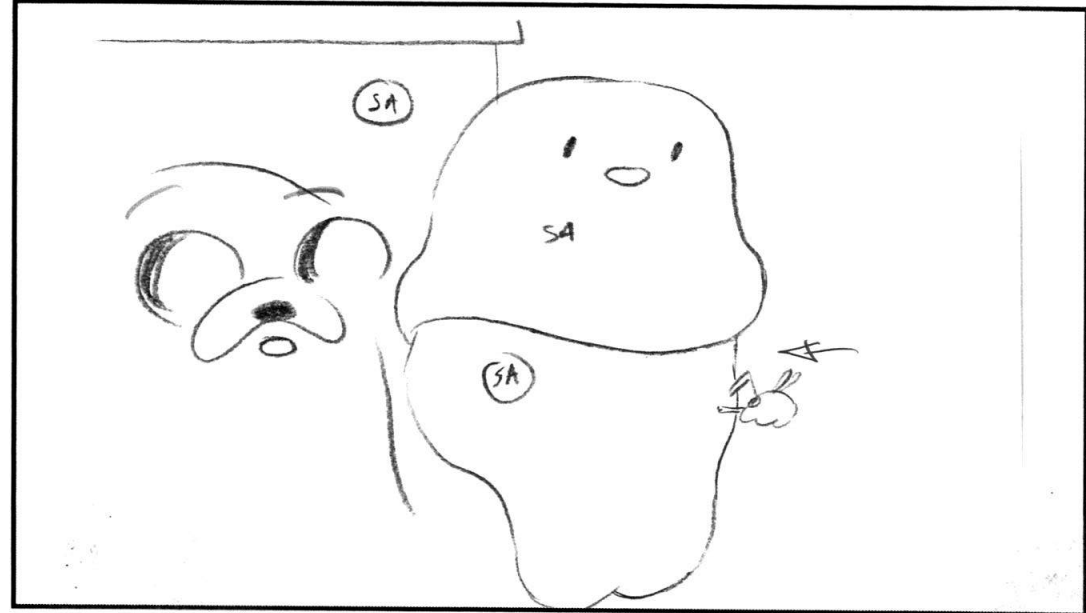
ADVENTURE TIME



Sc. 146 *CONT* Pnl. *B* Bg. day night



Sc. 146 *CONT* Pnl. *C* Bg. day night



Dialog:

GHOST FLY: [SLURPING]

Action:

- GHOST FLY ENTERS
- TAKE SHOT
- TAKE WATCHES

- GHOST FLY NIBBLES AT SOUP GHOST

Timing:

CL APR 23 2014
suck

EPISODE #

1025-181

Production:

1025/181

1025/181

Handwritten: H3 Cut

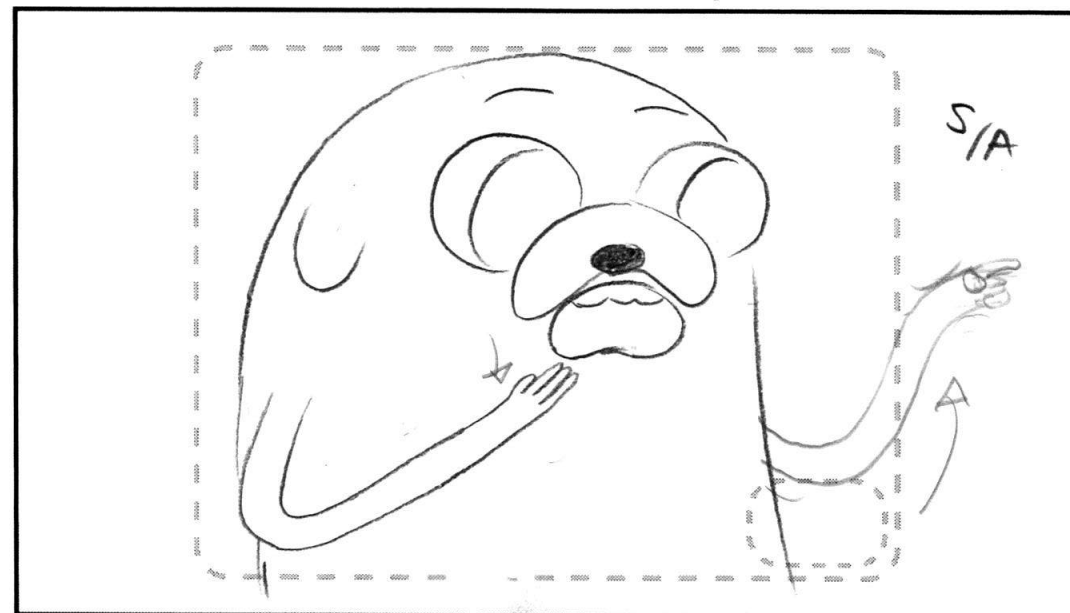
ADVENTURE TIME



Sc. 147 Pnl. A Bg. day night



Sc. 147 Pnl. B Bg. day night



Handwritten: Cut

Dialog:

①: That's right... you never finished the soup...

①: That's you're unfinished business.

Action:

JAKE RAISES HAND TO MOUTH.

JAKE POINTS TO O/S. FLY.

Timing:

APR 23 2014

EPISODE #

1025-181

1025/181

Production:

1025/181

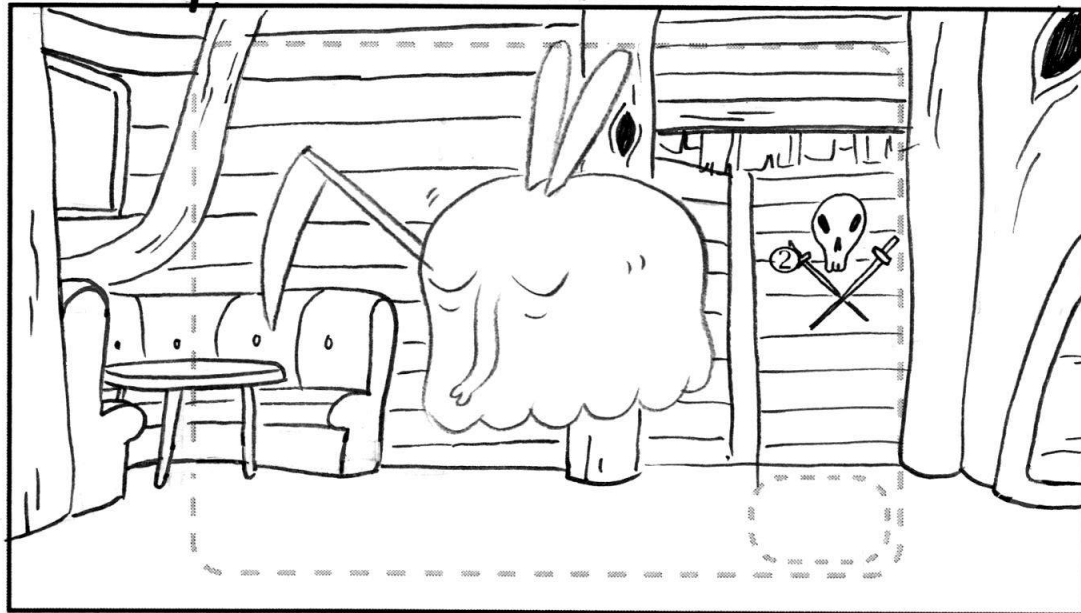
1025/181

Cut

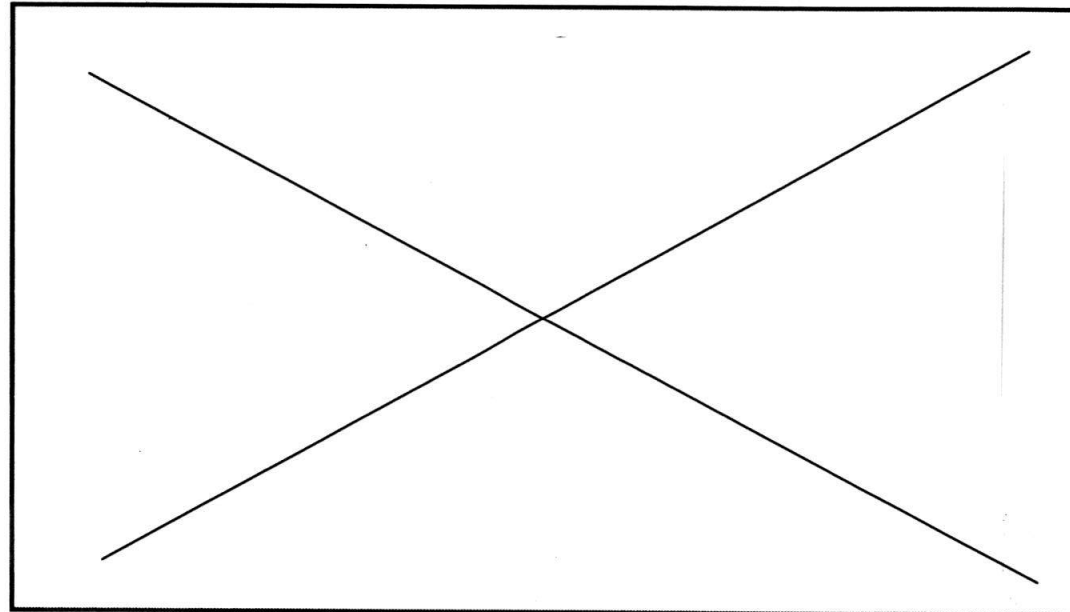
ADVENTURE TIME



Sc. 148 Pnl. A Bg. day night



Sc. Pnl. Bg. day night



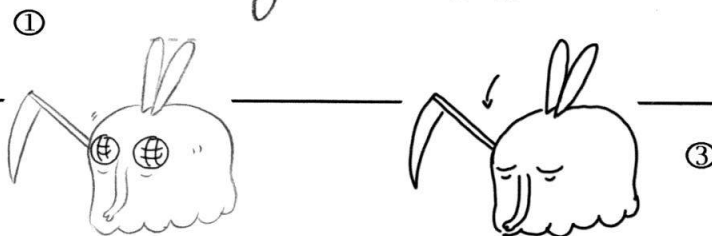
Dialog:

GF: (AFFIRMATIVE) woo.

Action:

Fly NOOS head

Timing:



APR 23 2014

EPISODE #

Production:

1025-181

1025/181

1025/181

1025/181

ADVENTURE TIME



Page 256

Sc.

149

Pnl.

A

Bg.

day night

Sc.

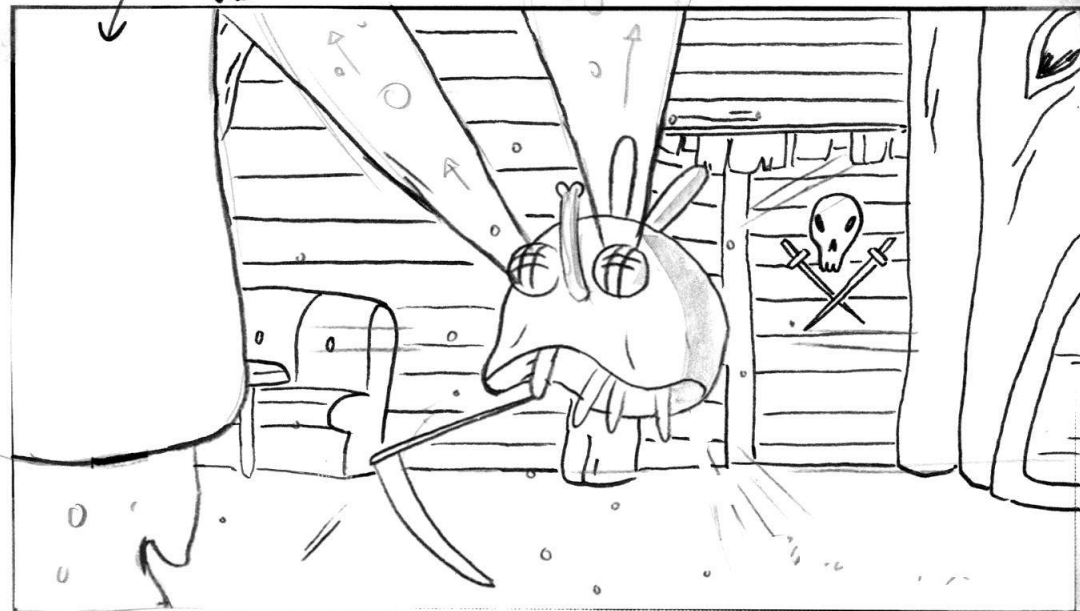
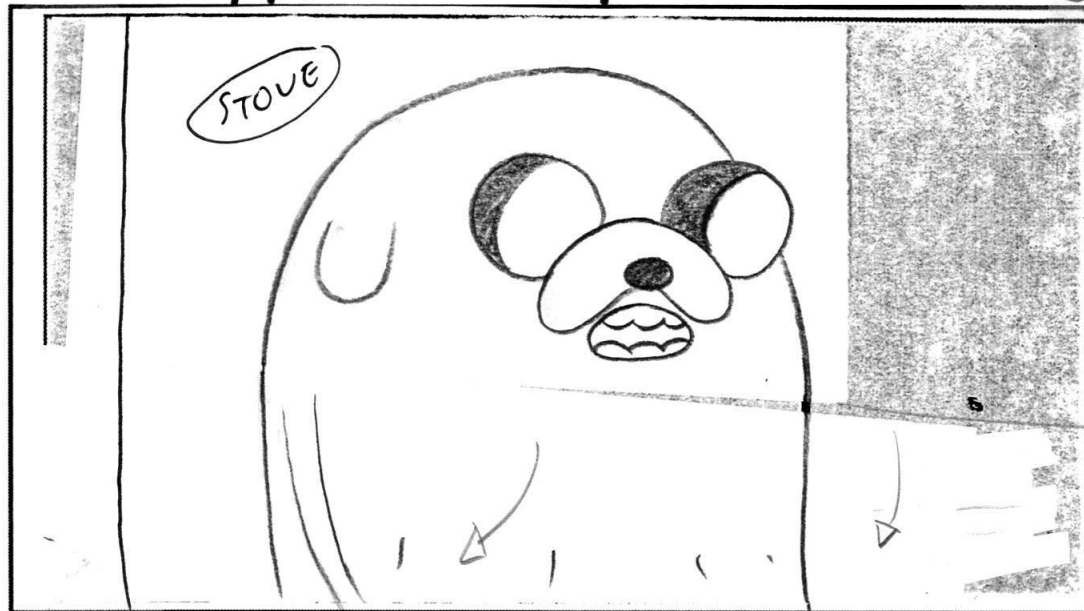
GHOST SOAP 150

Pnl.

A

Bg.

day night



Dialog:

(J): AND now that you finished
it you get to ASCEND TO
A GLORIOUS new peaceful realm.

APR 23 2014

Action:

JAKE DROPS HANDS (OVERLAP)

- G.F. GLOWS BRIGHTER,
- LIGHT BEAMS SHOOT OUT FROM G.F.'S EYES

Timing:

- * PARTICLES DRIFT OUTWARD SLOWLY - "POP" OFF
- * FLY DRIFTS UPWARD SLOWLY



EPISODE #

1025-181

1025/181

Production:

1025/181

ADVENTURE TIME



Sc.

150 cont Phil.

B

Bd.

day night

Sc.

150 cont Phil.

C

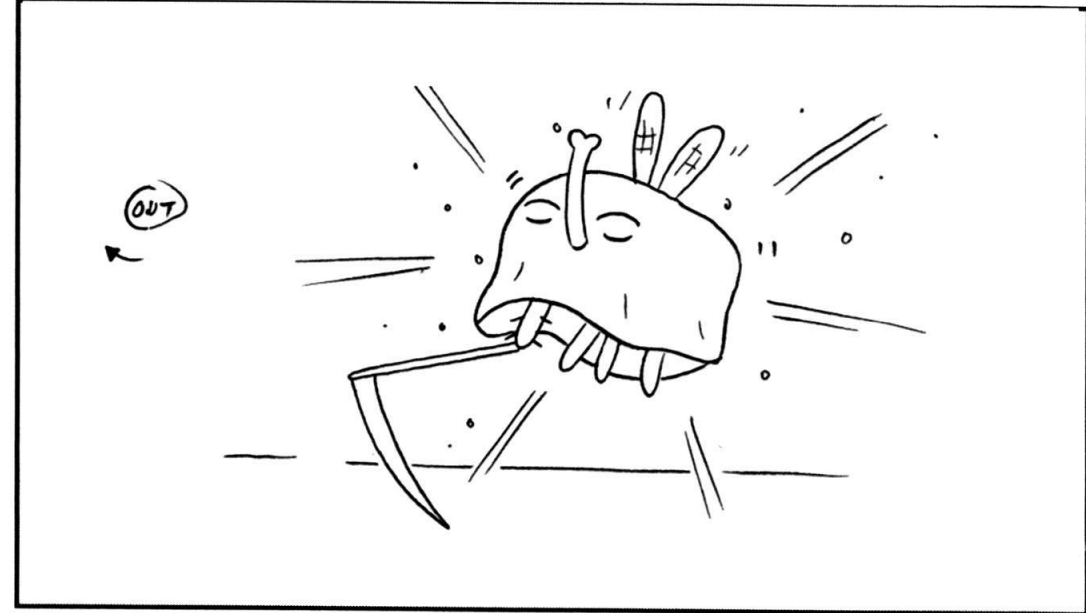
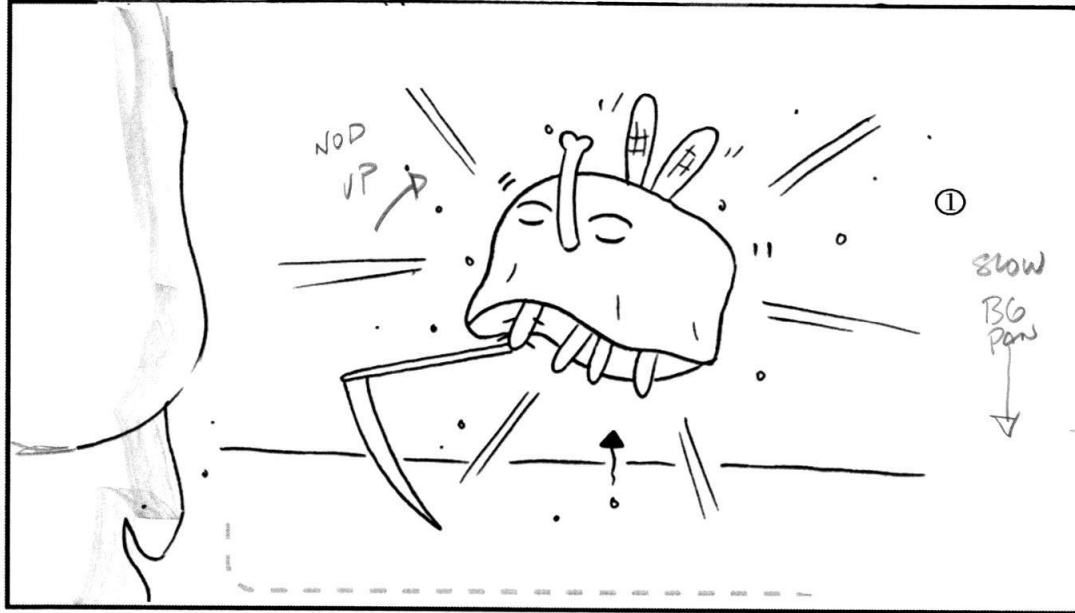
Bg.

Page

257

day night

Ho
Cut



Dialog:

Action:

②



- (Fly starts to raise up)
- noos head "yes!"

(Soup ghost exits shot)

APR 23 2014

Timing:

EPISODE #

1025-181

1025/181

Production:

1025/181

1025/181

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1025/181

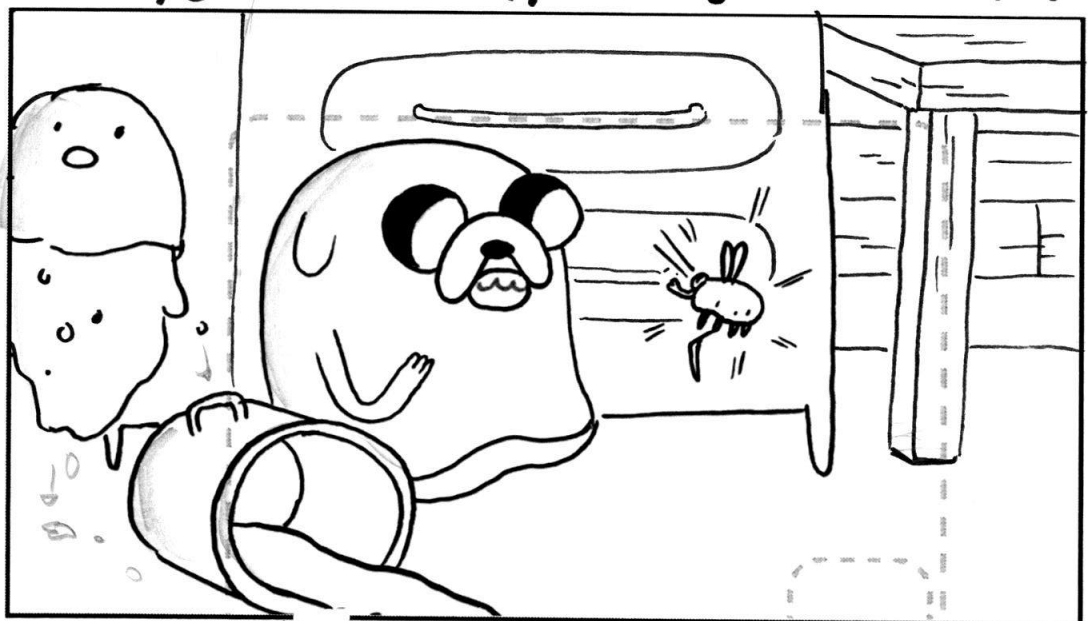
He
Cut

ADVENTURE TIME

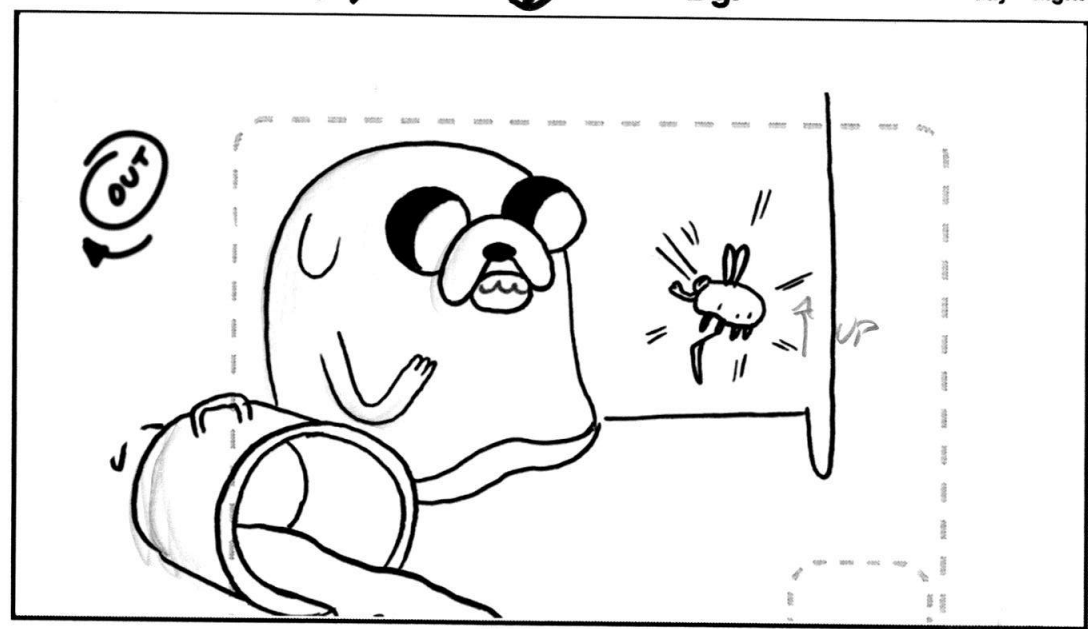


Page 258

Sc. 151 Pnl. A Bg. day night



Sc. 151 cont Pnl. B Bg. day night



Dialog:	
(IN AWE) J: AAH!	
Action:	
FLY B.L. FX'S CONT. * SHIMMER RIMLIT ON JAKE + G. SOUP	
Timing:	
- Soup Fly exits QUICKLY - Fly is still rising 'slowly	

APR 23 2014

EPISODE #

1025-181

Production:

1025/181

1025/181

1025/181

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ADVENTURE TIME



Sc.

151 cont Pnl.

C

Bg.

day night

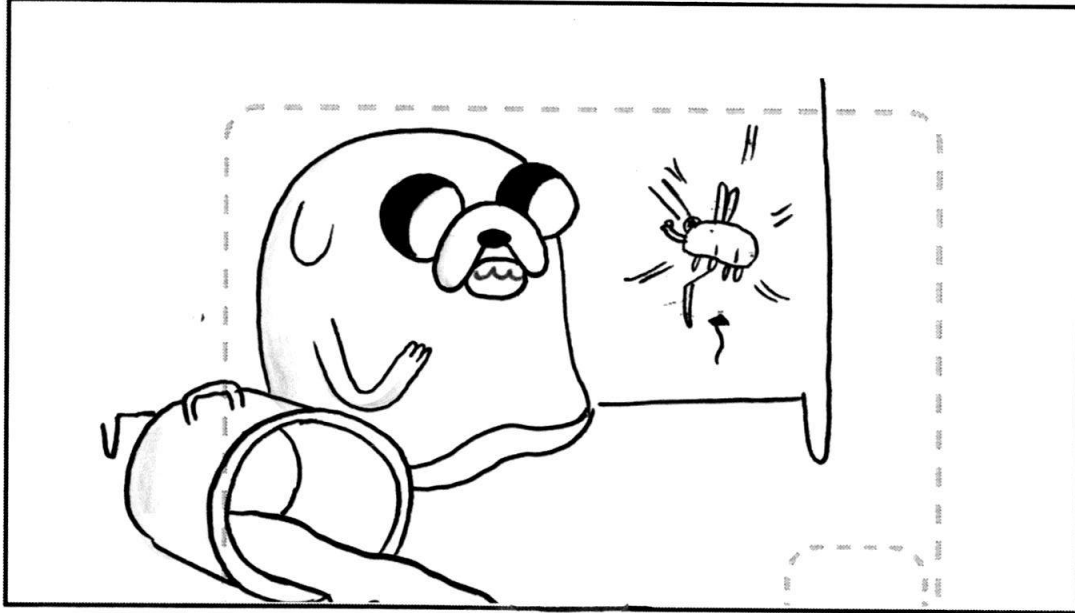
Sc.

151 cont Pnl.

D

Bg.

Page 259
day night



Dialog:

Action:

Timing:

JAKE ANTIC BACK

APR 23 2014

EPISODE #

1025-181

1025/181

Production:

1025/181

ADVENTURE TIME



Sc.

151 CONT Pnl.

f

Bg.

day night

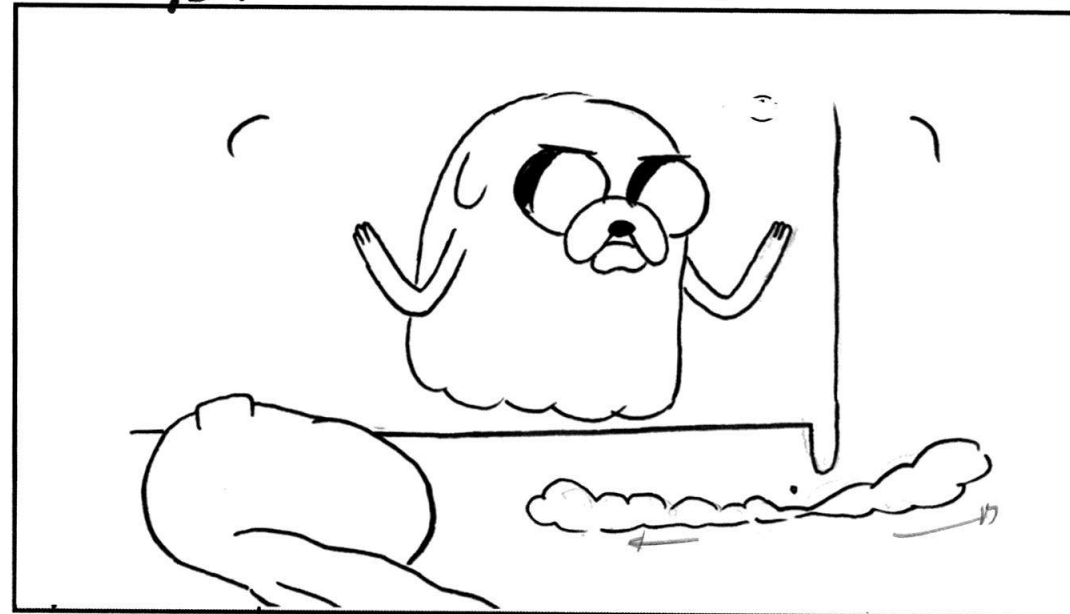
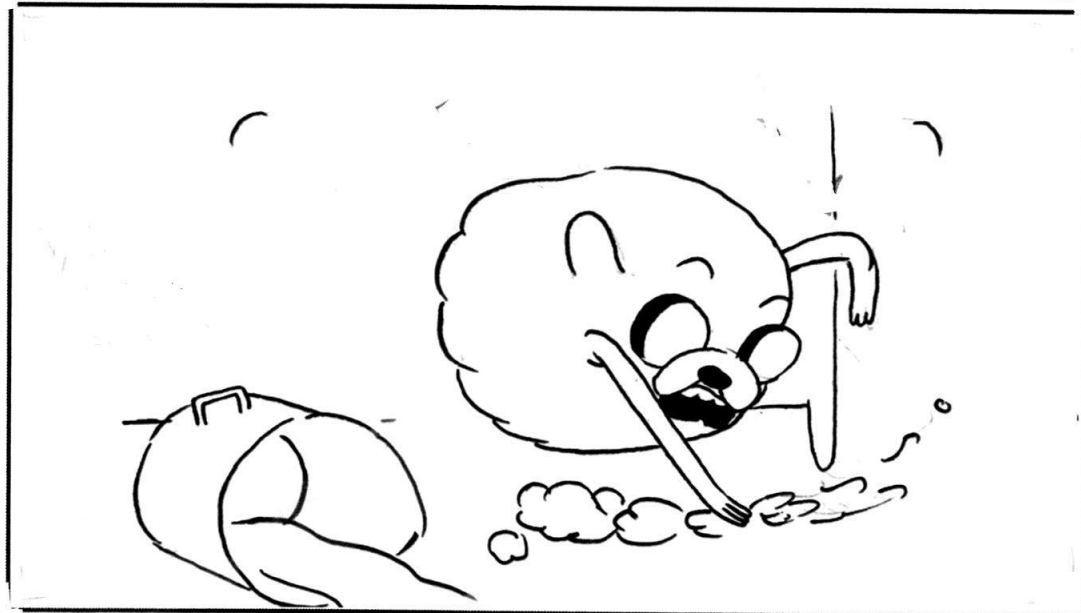
Sc.

151 CONT Pnl.

f

Bg.

Page 260
260A NEXT
day night



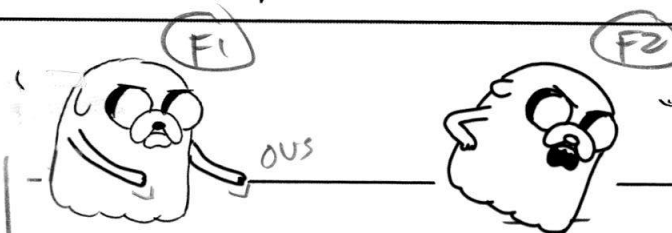
Dialog:

① Bam!

Action:

- J. SWATS GHOST FLY.

Timing:



APR 23 2014

EPISODE #

1025-181

Production:

1025/181

1025/181

1025/181

1025/181

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ADVENTURE TIME



Sc.

151 CONT Pnl.

G

Bg.

day night

Sc.

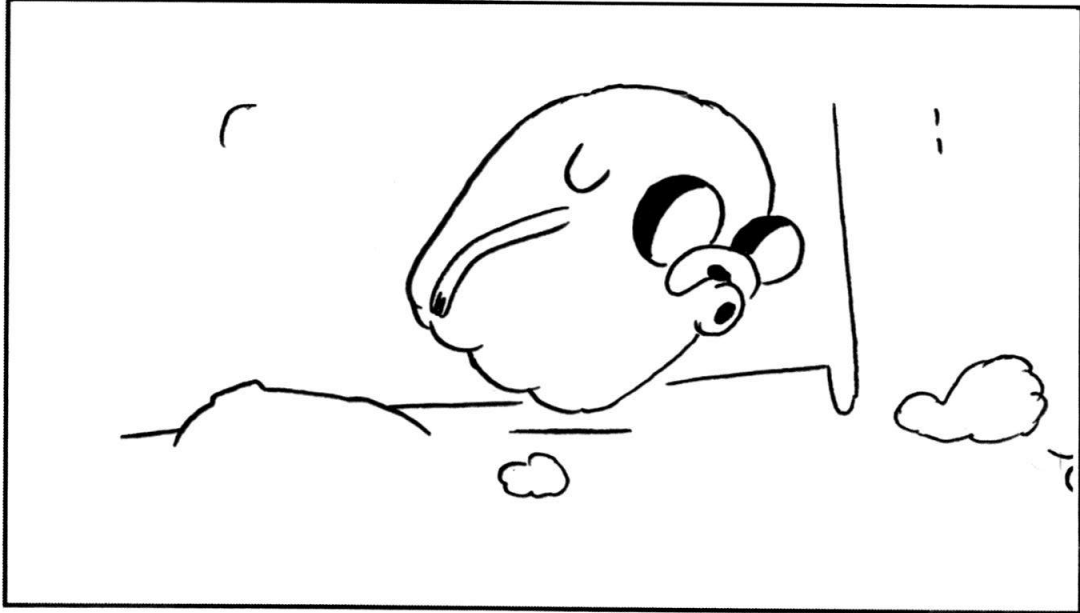
151 CONT Pnl.

H

Bg.

Page 260A

260 NEXT



Dialog:

Action:

- Jake blows dust away

ANTIES BARK...

APR 23 2014

Timing:

EPISODE #

1025-181

1025/181

Production:

1025/181

1025/181

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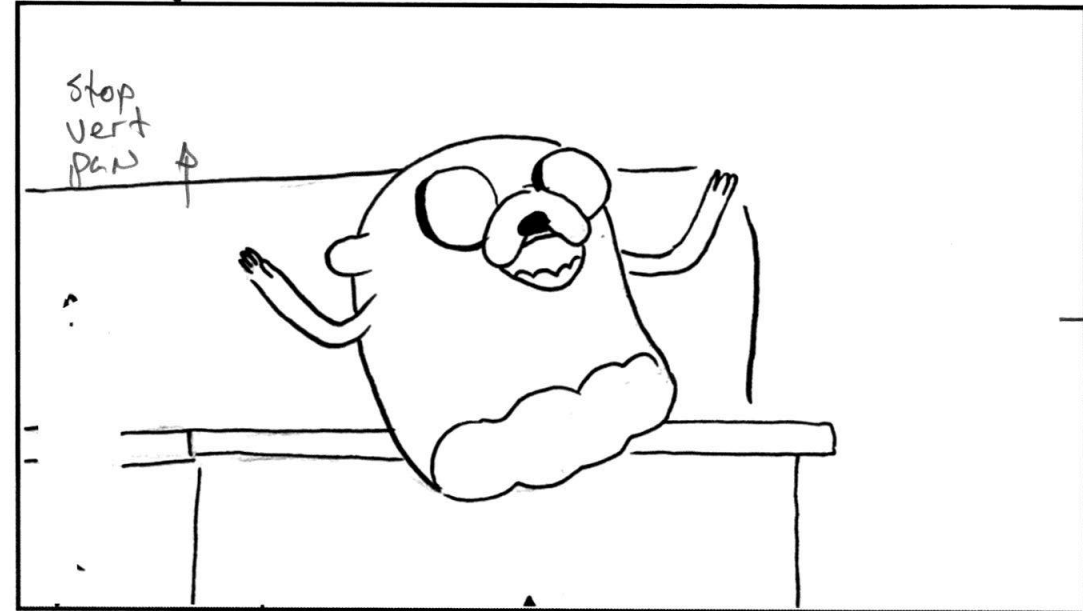


Sc. 151 *cont* Pnl. J Bg.

day night



Sc. 151 *cont* Pnl. K Bg.

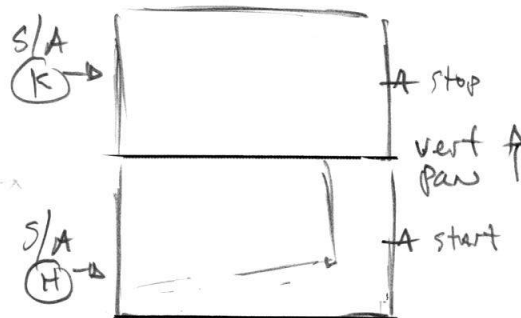


Page 260B
26/NEXT
day night

Dialog:

Action:

Timing:



(J) Yesss!!!

- J RISES
- ADJ. W/JAKE

APR 23 2014

Production:

EPISODE #

1025-181

1025/181

1025/181

ADVENTURE TIME



Sc.

151 CONT
Pnl.

L

Bg.

day night

Sc.

151 CONT
Pnl.

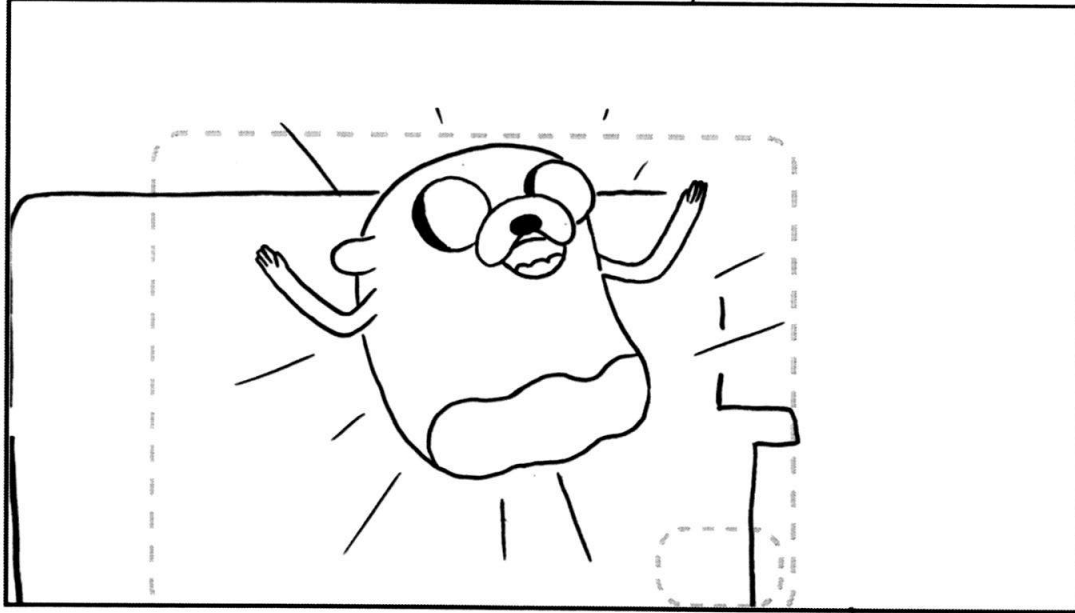
M

Bg.

Page

261

day night



Dialog:

SFX: * VMMM *

⑤ : what's happening?

Action:

Jake starts to glow

APR 23 2014

Timing:

EPISODE #

1025-181

1025/181

Production:

1025/181

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ADVENTURE TIME



Sc.

151 CONT Pnl.

N

Bg.

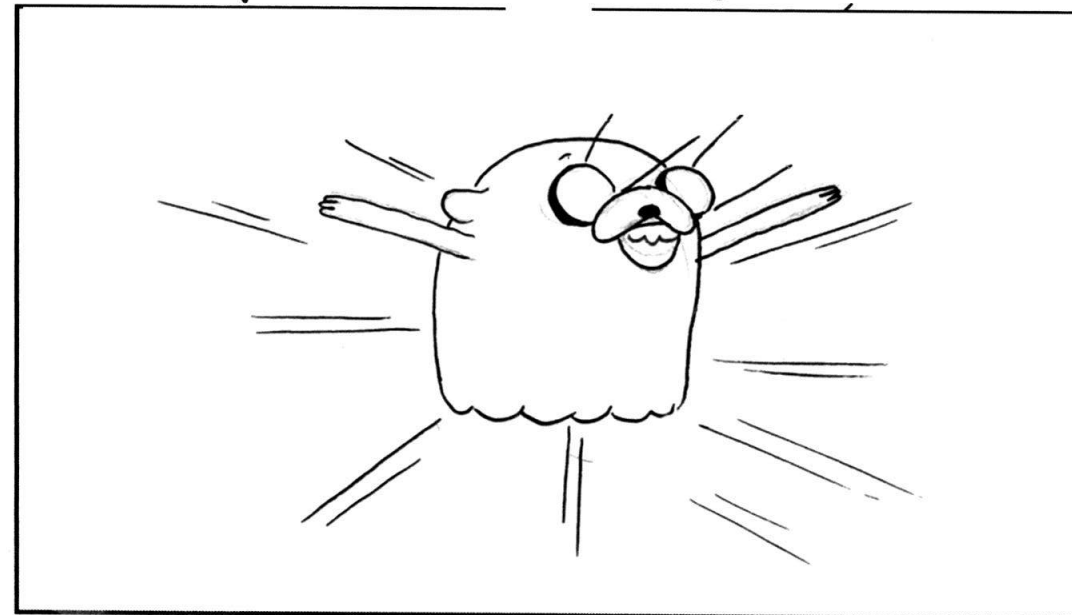
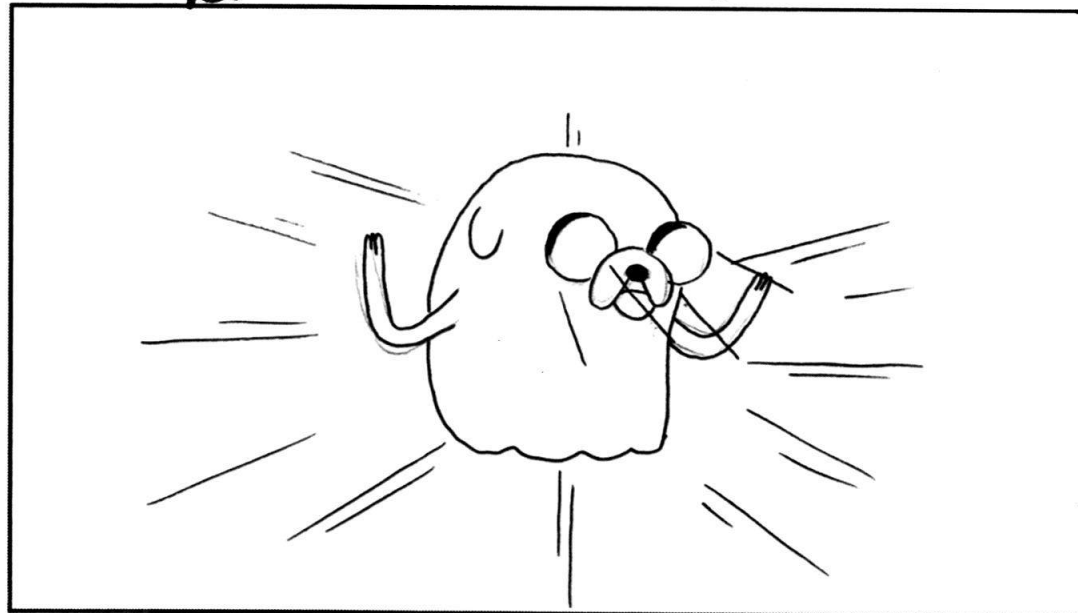
day night

Sc.

151 CONT Pnl. O

Bg.

Page 262
day night



Dialog:

⑤ BMO must be bringing
me back

⑤ Yesss !!!
Yesss !!! BMO !!!

Action:

- LIGHT BEAMS SHOOT OUT FROM J.'S EYES

ADD 9 3 2014

Timing:

EPISODE #

1025-181

Production:

1025/181

1025/181

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ADVENTURE TIME



Sc. **151 CONT** Pnl. **P** Bg.

day night

Sc.

152

Pnl.

A

Bg.

Page

263

263A NEXT
day night

FADE TO WHITE

FR



Dialog:

FADE to
white FR

FADE
FR

Action:

{FADE IN}

- INT. INFIRMARY

APR 23 2014

Timing:

EPISODE #

1025-181

1025/181

Production:

1025/181

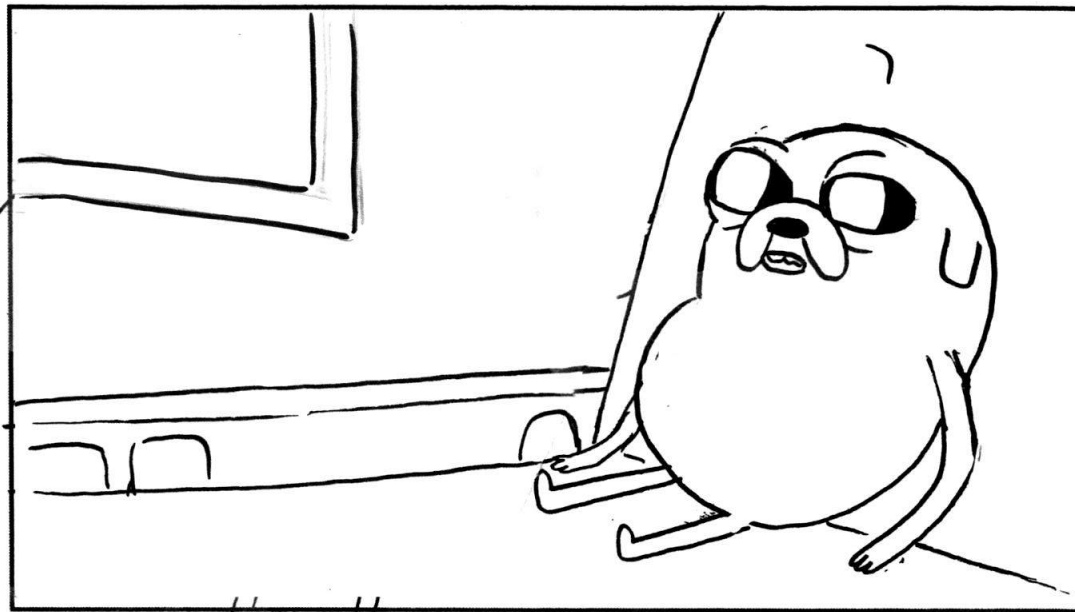
1025/181

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ADVENTURE TIME



Sc. 152 CONT Pnl. B Bg. day night Sc. 153 Pnl. A Bg. 263 A 264 NEXT



Dialog:	J: (WAKING) UHH... J: BMO?
Action:	-JAKE'S EYES OPEN APR 23 2014
Timing:	

EPISODE # 1025-181
Production: 1025/181

1025/181

ADVENTURE TIME



Page 264

Sc.

153 CONT

Pnl. B

Bg.

day night

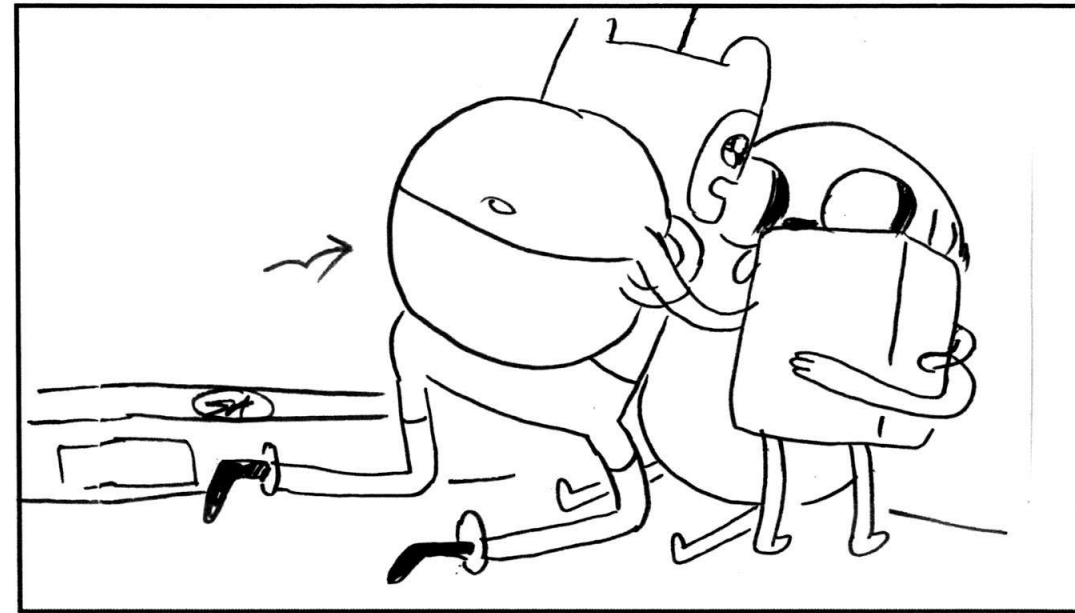
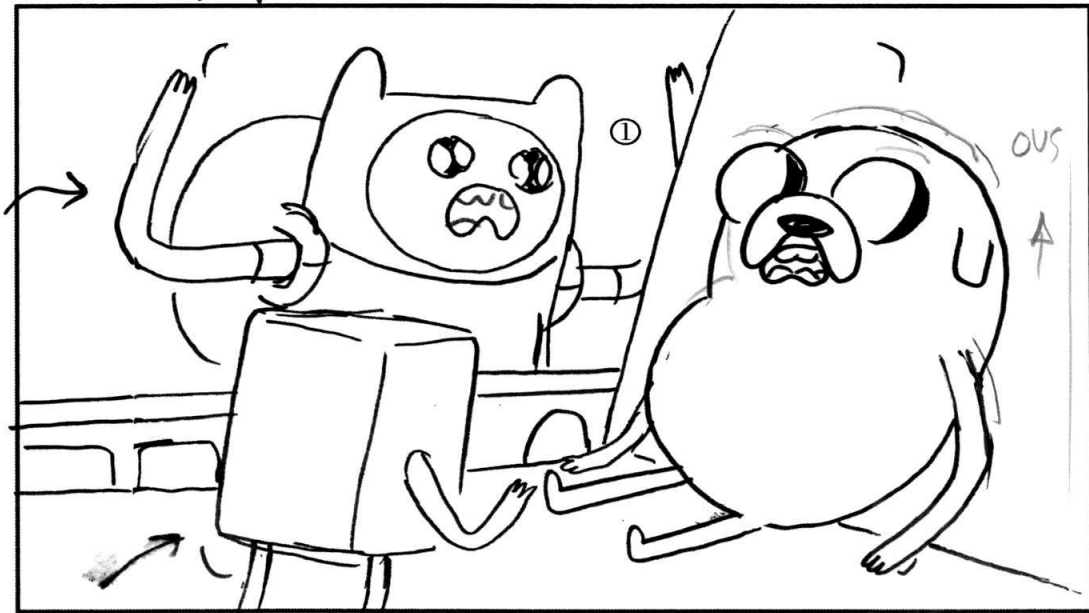
Sc.

153 CONT

Pnl. C

Bg.

day night



Dialog:

(F) I missed you bro.
(BMO) JAKE!

(F) Don't ever leave me again.

Action:

- F+J LUNGE ON/IS.

- F climbs over bed
- F+BMO - HUG Jake, dog pile

Timing:



EPISODE #

1025-181

1025/181

Production:

1025/181

ADVENTURE TIME

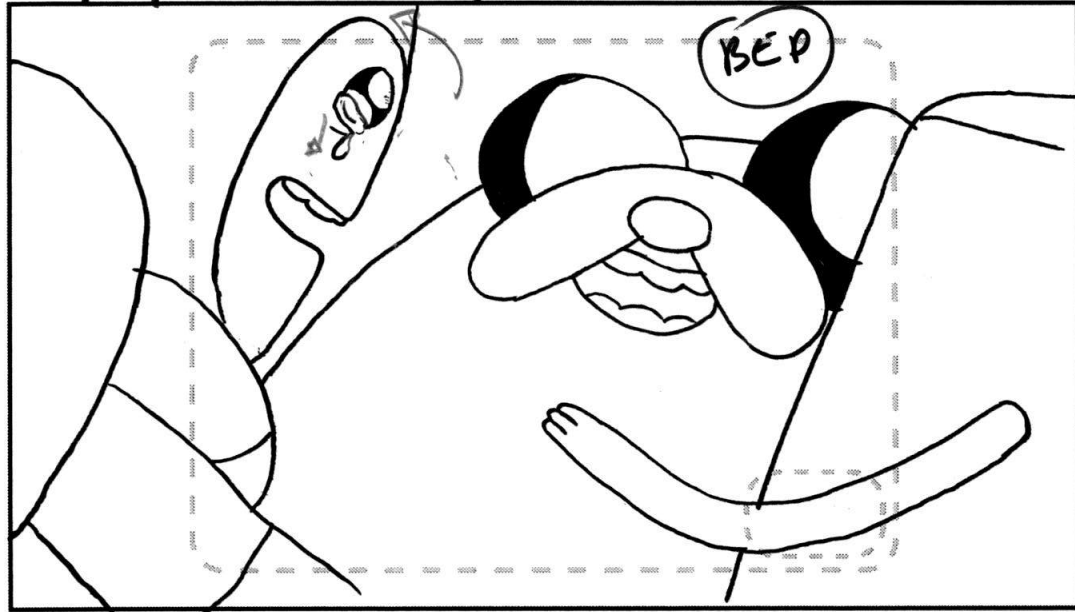


Sc. 154

Pnl. A

Bg.

day night

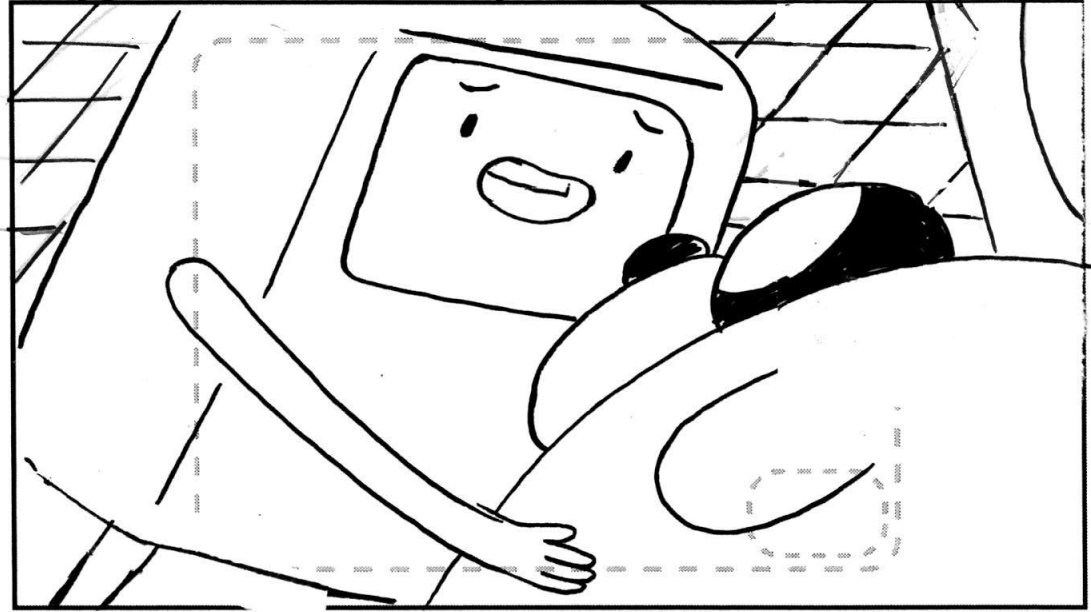


Sc. 155

Pnl. A

Bg.

day night



Dialog:

(J):

Good job BMO, YOU BROUGHT ME BACK!

YES...

(BMO: (SKITTISH)... YAY BMO...)

Action:



SP
AL

BMO LEANS CLOSER.

APR 23 2014

Timing:

FIN LEANS BACK, AWAY.
DX TEARS -

EPISODE #

1025-181

1025/181

Production:

1025/181

1025/181

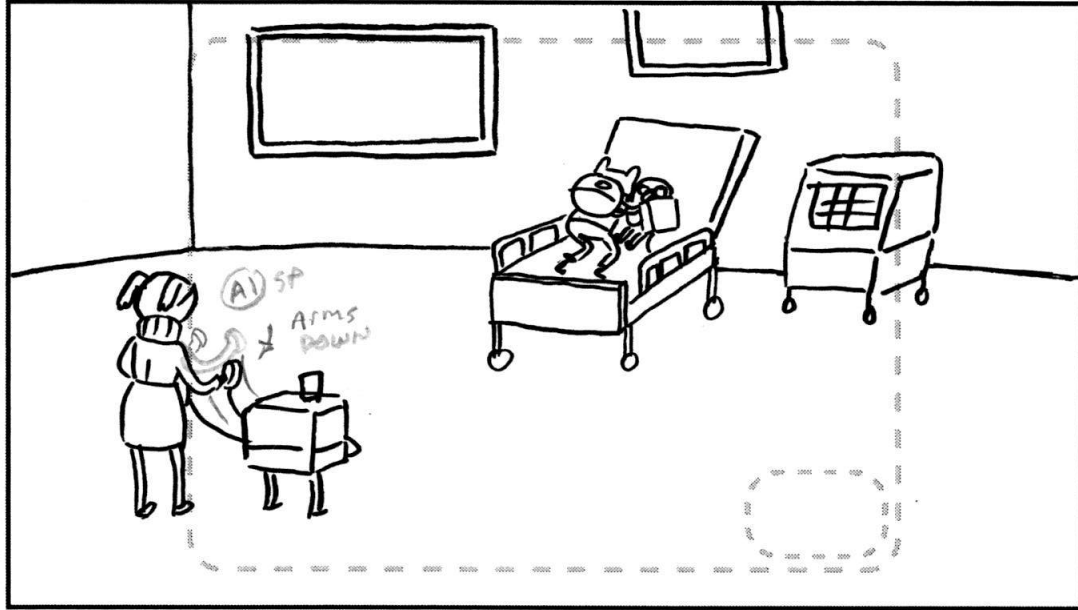
Hu
Cut

ADVENTURE TIME

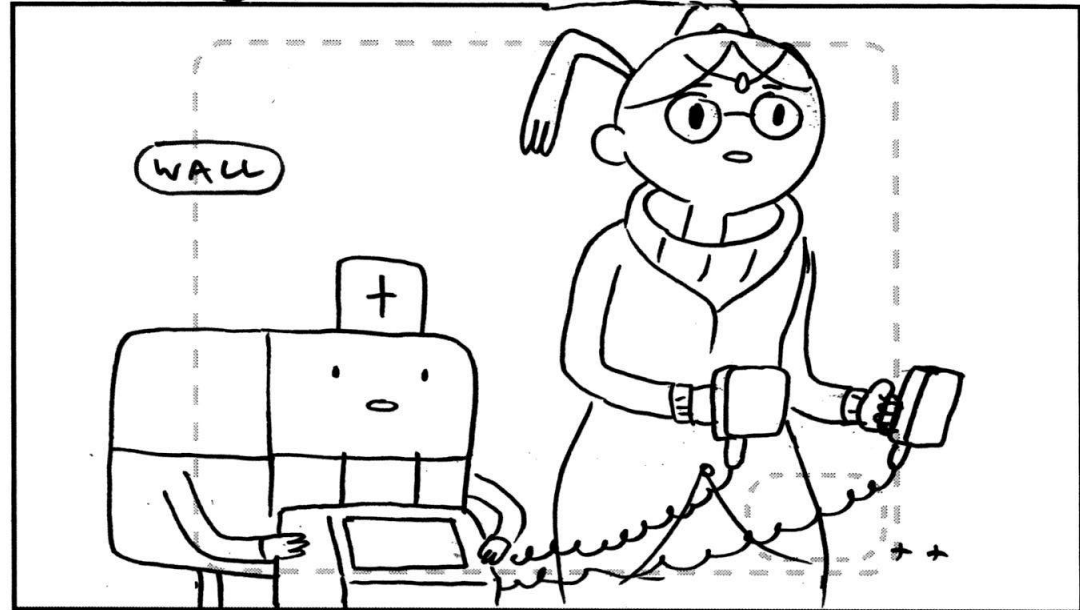


Hu
Cut

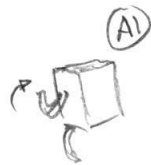
Sc. 156 Pnl. A Bg. day night



Sc. 157 Pnl. A Bg. day night



Dialog:



(B:) ... BMO IS SO GOOD...

Action:

(F+ BMO HUG JAKE)

Timing:

- DR. PRINCESS + NURSE POUNDCAKE STAND ASIDE W/ PADDLES
LOWERS PADDLES

(A1) PRINCESS & NURSE TURN TO LOOK AT EACH OTHER.

APR 23 2014

EPISODE #

1025-181

1025/181

Production:

1025/181

1025/181

ADVENTURE TIME



Page 267

Sc.

157 cont

Pnl.

6

Bg.

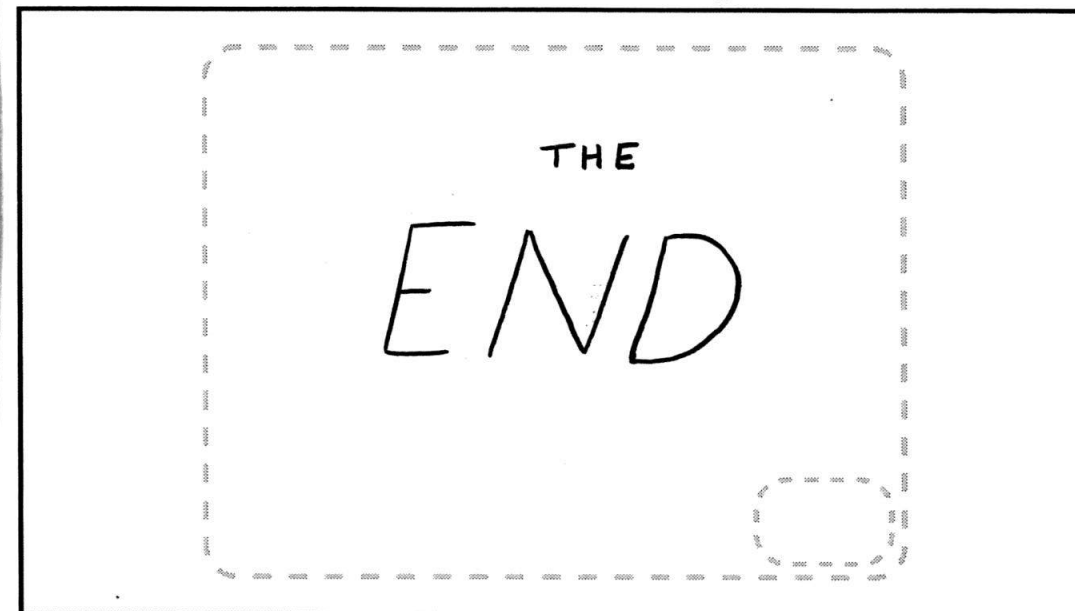
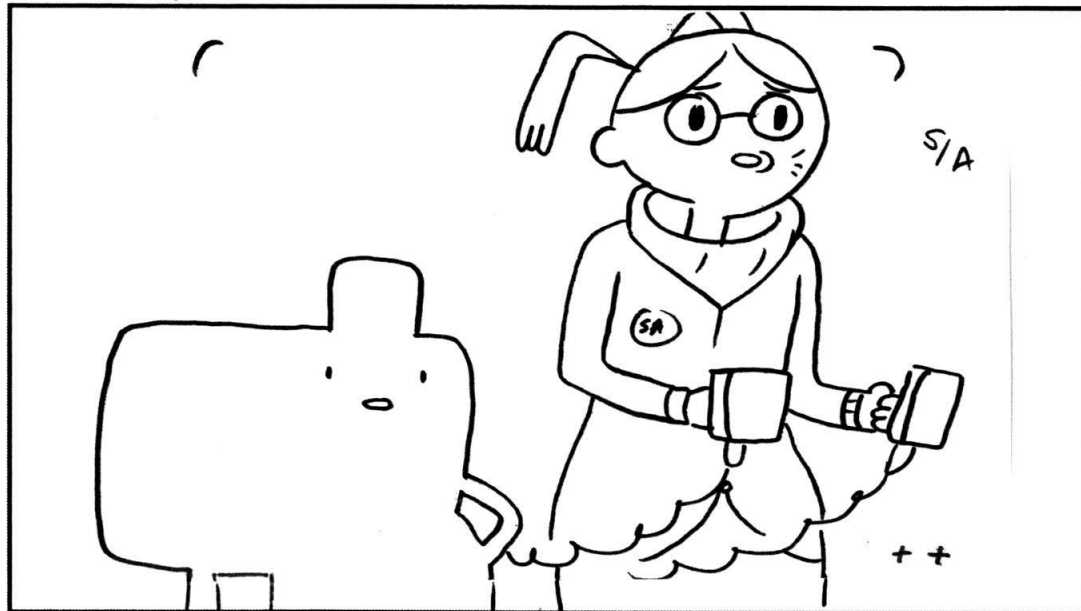
day night

Sc.

Pnl.

Bg.

day night



Dialog:

DRP: PHEW.

FCP

Action:

- DR. P SIGHS IN RELIEF.

Timing:

APR 23 2014

EPISODE #

1025-181

1025/181

Production:

1025/181